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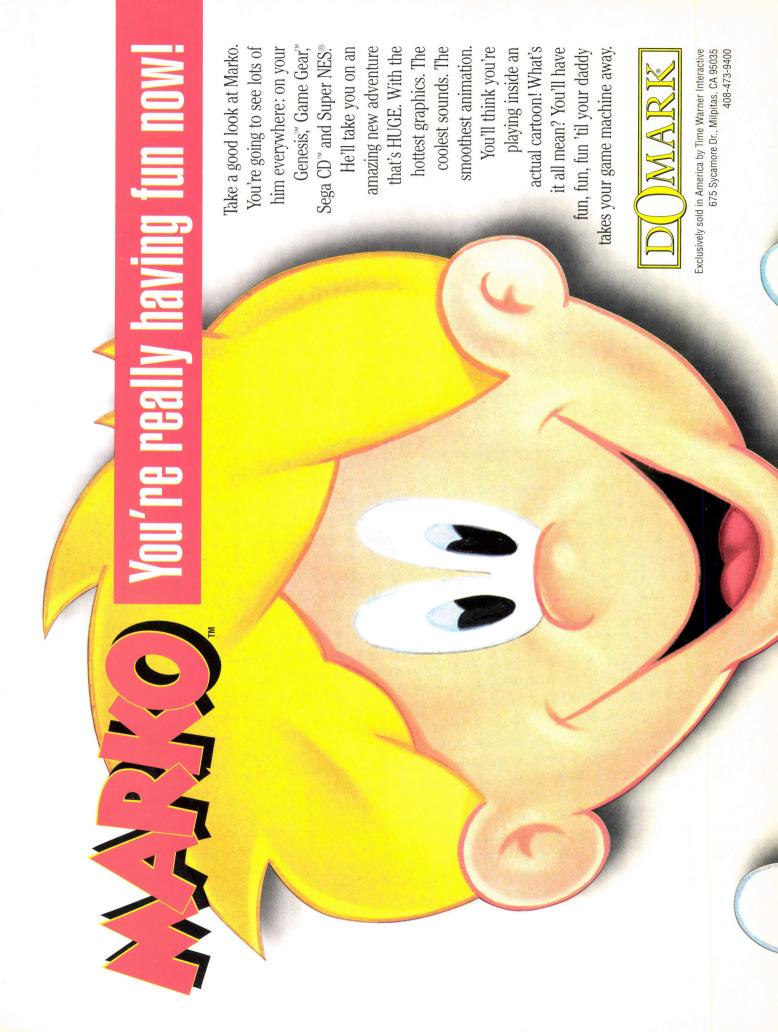


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Introducing 6 new scorchers for the Super NES.





It's 32 MEGS, unbelievably detailed, with totally natural movement in 3 dimensions. It's

Donkey Kong Country? Coming this November. The first video game fully designed on SGI super-computers.

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16 MEGS of fantasy adventure makes

Illusion of Gaia\*\*\* a must for any Zelda fan.

It's out this September. And if you think it's hard to pronounce, just try getting through it before the next millennium.



Our #1 boxing hit is back this October and bumped up to 16-Bit. Super Punch-Out!! With more whacked-out opponents than you can shake a fist at. All pumped up HUGE to get totally in your...OOFF Ow! ARGH! Fuuh! OOF!...well, you get the picture.





CIRCLE #102 ON READER SERVICE CARD.

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CIRCLE #103 ON READER SERVICE CARD.

# THE CHANGING FACE OF GAMING













hile the world awaits the arrival of Mortal Kombat II, players like myself are looking for the next knockout experience. Sure, I know MKII will be red-hot (and bloodred)-and I'll learn all the so-called "-alities"-but what's next? Where is the video game industry going?

Right now the clear leaders of the game industry are Sega and Nintendo. but keeping in mind that the only true constant is change, it is a foregone conclusion that this will not always be the case. Atari's Jaguar, Sony's PlayStation, 3DO and CD-i are chomping at the bit to become the next big platform. Who will be the winner in this ultimate tournament of video game systems?

What I predict is that the industry will become more fragmented as consumers' interests evolve and their wallets thin. There may not be one dominant system. Just as there are many cable TV stations to choose from, there will be many systems to choose from with multi-platform software releases like Rise of the Robots; this game's due on seven separate platforms!

Here's one specific prediction: Doomstyle first-person action will replace fighting as the most popular game genre. Just observe any crowd of kids (myself included) surrounding any computer running Doom and you'll see what I mean. Where does this leave the standard, side-by-side fighting games? John Romero, one of the programmers of Doom described his brand new game called Quake to me. Quake works something like this: At first it

looks like a standard first-person game. You face your opponent and he lunges toward you. You fall backwards and hit the ground. You are now looking up at the sky. Your maniacal enemy is facing you, beating your face bloody. You guickly lunge forward grabbing your awesome weapon—a Thor-like hammer—and attack the enemy mercilessly until he remains still. Now it's time for round two!

Yes, Quake is a "virtual reality" fighting game. Look for a multi-platform release in late 1995 or '96. As long as there is a tournament that pits player against player—in combat with one person remaining victorious—I'm in the game.

> -Chris Gore Editor in Chief

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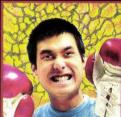


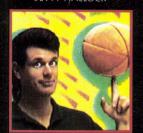
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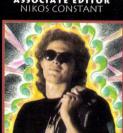
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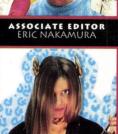
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CONTRIBUTING EDITOR ZACH MESTON



EDITORIAL ASSISTANT JOSIE KREUZER

COPY CHIEF

COPY EDITOR
JOHN PATTERSON

ASSISTANT EDITOR

CONTRIBUTORS ELLEN WILKS-STOKES NETWORK SYSTEMS

PRODUCTION

PRODUCTION ASSISTANT MICHELLE JEWORSKI

NATIONAL ADVERTISING REPRESENTATIVE

JIM MESSING J.E. PUBLISHERS (310) 572-7272 FAX: (310) 572-7264

ADVERTISING MANAGER GREGORY BUNCH (310) 858-7155, EXT. 564 FAX: (310) 247-1708

ADVERTISING PRODUCTION DIRECTOR MAGGIE CHUN

ADVERTISING PRODUCTION COORDINATOR ALEX LEBOSQ

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# PRESSION DEVIS INFORMATION RUNORS EDITED BY BETTY HALLOCK, ERIC NAKAMURA & GABE SORIA

# WHAT'S UP WITH THE INTESS?

or the thousands of NES owners who continue to enjoy the bold color and sassy graphics of the 8-bit world, the Nintendo booth at the Summer Consumer Electronics Show in Chicago was a grave disappointment. Nintendo displayed just one new NES game, *Wario's Woods*. A handful of other titles have been announced for '94 release by third-party publishers, but the NES—like the lamented TurboGrafx-16/Duo platform—seems like it has one foot in the grave and the other on a banana peel.

Wario's Woods is an action/puzzle game like Tetris or Dr. Mario.

You control Toad from *Super Mario Bros. 2* and he's the guy who has to protect the forest from the monster

minions of the evil Wario. Toad has to stack up monsters and bombs and blow them all up. It's a one- or two-player puzzle game with over a hundred levels. Other new NES games include Hudson Soft's Beauty and the Beast, Virgin's The Jungle Book and Mario's Time Machine from Mindscape. That's it.

what happened to the NES? This is the platform that revitalized the home video game industry, creating jobs and careers for thousands of people around the world and entertainment for millions. In our view, the machine's been killed by Nintendo—which has given the NES the cold shoulder ever since the Super NES

was introduced—and the software retailers, who refused to carry anything but the hottest licensed games and pushed NES product off the shelves to make way for 16-bit inventory.

Not that Nintendo didn't try to stir up some excitement, but

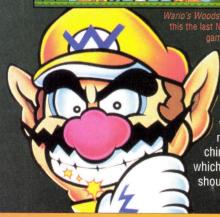
most consumers found the sleek, sexy new NES design to be far too little, much too late. We were excited about the redesign—hey, we needed a new unit for the office—until we learned that the audio out/video out jacks had been dropped as a cost-cutting measure. Games like Tradewest's Battle-



toads/Double Dragon and Nintendo's highly underrated Kirby's Adventure kept faithful players busy for many months in 1993, but this year's software drought looks like the last nail in the coffin...and that's a shame.

We hope that the readers of *VideoGames* Magazine will join us in a final salute to the Nintendo Entertainment System. Before you place that console on the table at your next garage sale, hook it up and play *Super Mario Bros.* one last tearful time. And if you're sentimental enough to keep the machine for old time's sake, write us a letter at 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210 and tell us why you still like the NES. We'll pick ten of the most heartfelt responses and send each of those ten people an NES Game Genie, courtesy of our friends at Galoob.

So long, NES...it's been fun.



M I

ori Petty has been chosen to play the role of Tank Girl in the Tank Girl movie. Many a punk rocker showed up at the auditions in hopes of becoming Tank Girl, but Lori Petty was the winner. She's a good actress, but is she Tank Girl? Watch for the video game within the next couple of years.



ozens of software publishers have already committed to Sega's new Genesis 32X platform. These include: Absolute Entertainment Inc., Acclaim Entertainment, Accolade Inc., Activision, American Softworks Corp., American Technos Inc., Atlus Software Inc., Capcom, Capitol

Multimedia Inc., Core Design Inc., Crystal Dynamics, Domark Software Inc., Game Tek Inc., Hi Tech Entertainment, Interplay Productions, JVC Musical Industries Inc., Konami America Inc., Rocket Science Games Inc., Software Toolworks, Sunsoft, Takara USA Corp., Time Warner Interactive, Twentieth Century Fox Interactive, Vic Tokai Inc. and Virgin Interactive Entertainment Inc.. More to come.

TMC has signed with a Holly-wood talent agency, International Creative Management (ICM) for representation of their video game character, Lester the Unlikely. ICM will strive to sell a movie and/or television series based on Lester. They will also handle the licensing of Lester for production of plush toys, clothing, etc.







# 3DO Road Rash Rocks VIDEOGAMES Hits the Road with Swervedriver

Dragline



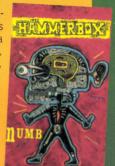
The original Genesis version of Electronic Arts' Road Rash was a pretty intense game, to say the least. Hell,

whenever I played it I would just turn down the volume and turn up the Butthole Surfers to create a more suitable background for the onscreen carnage. (Mayhem plus mayhem equals happiness, I always say).

With the new version of Road Rash for the 3DO, however, the work is done for you. Not only is an

already cool game amped up to the Nth degree by the incredible capabilities of the machine, it comes complete with its

own soundtrack provided by a full roster of A&M rock bands, including Soundgarden, Paw, Swervedriver, Therapy?, Monster Magnet and Hammerbox. Recently I got a chance to talk with Jimmy from Swervedriver, and this is what he had to say....



**VIDEOGAMES:** How did you get involved with the Road Rash project?

Jimmy: I can't remember. (Laughter) When we first went over to the states, we had some *Road Rash* competitions in Dallas where people could play against us; that was the original version. Then A&M wanted to join up with the video age.

**VG:** Have you played the new Road Rash?

Jimmy: Yeah, it was brilliant; it was much better. The other one was great, but this one has much better graphics, and the videos and music as well...the heavy metal music and stuff like that.

VG: What'd you like best about it?

**Jimmy:** Actually, I thought the videos were really brilliant. I don't know how they do it, but instead of being on a videotape it's on the disc within the machine so it actually looked *grainy*, it looked brilliant. It was faster than the original video game and more interesting 'cause you're actually driving through cities.

**VG:** What's your opinion on the violence in the game?

**Jimmy:** Well, video games have violence, really....

VG: Personally I like it.

Jimmy: I like it as well, you know. I think most people do like violent games. It's much better to take it out on a machine than your neighbor.

VG: It reminds me of those 2000 A.D. comics and Judge Dredd.

Jimmy: Kind of like Mad Max, really.



**VG:** Exactly. Do you remember the first video game you ever played?

**Jimmy:** Well, it was that tennis game, I suppose...*Ping Pong.* What was that game called?

VG: Pona.

Jimmy: Yeah. After that it was *Space Invaders*, then there was *Asteroids*. That was quite a big one at school. After that there were just loads of 'em. Actually, we really like playing *Splatterhouse*, but we can finish it now so it's kind of lost it's point, really. It's good fun.

VG: Did you have any formative experiences related to video games? Did some kid once beat you up because you were hogging the Asteroids machine?

Jimmy: I was thrown out of a pub for fiddling with one once. Actually, I was thrown out by my collars; I got picked up and thrown out of the pub. What happened was that you could get unlimited credits from it if you fiddled around with it. They caught me and I got run out of the pub—I was literally thrown out of the pub. But I'm fine.

VG: What game were you trying to play? Jimmy: Missile Command, I think.

VG: The thing that always depressed me about Missile Command was that no matter how well you played, eventually you always lost. Eventually the whole world would be shattered by nuclear annihilation. Kind of depressing.

**Jimmy:** Yeah, but if you're not paying for it....

by Gabe Soria

enn and Teller's
Smoke & Mirrors
for the Sega Genesis and Sega CD is currently
in production and will be released by Absolute. It is
being developed with Penn &
Teller's "full creative particpation." Garry Kitchen, president and CEO of Absolute.



says, "They've actually become a part of the design team." Smoke & Mirrors features the world's the U.S. World Cup first fully interactive magic trick. Look for it this Winter. Summer's World Cup competition in the U.S. World Cup for it this Winter.



summer's World Cup competition in the U.S. World Cup Soccer introduces a pinball with an original Magna Lock diverter staging area for either 2- or 3-ball Multi-Ball action.



#### **CORRECTIONS:**

• In our July issue's feature on Tiger Toys, we incorrectly referred to Tiger's wrist games as Tiger's "game watches." These compact games do not, in fact, tell time, but they do pack all of the action and excitement of a handheld game into a smaller size that fits right on your wrist. We apologize for any reader confusion.











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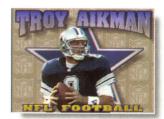
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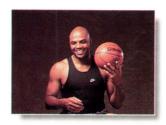


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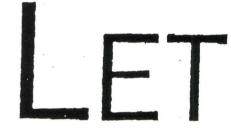


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Barkley Basketball: Shut Up and Jam! $^{\text{Im}}$  Accolade







Syndicate™ Ocean



Wolfenstein 3D™ *Id Software* 



RISE OF THE ROBOTS™
Time Warner Interactive



This is just the beginning for the Atari Jaguar 64-bit system. There are a ton of new games on the way for '94 designed to harness Jaguar's insane power. A power that's rapidly making other video game systems history.

Experience sports games so intense you'll feel the turf burn, combat games that'll drain pints of your blood, and dizzying virtual reality games like Doom and Alien vs Predator. Can you stomach a few thousand body blows? You'd better because in Ultra

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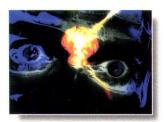
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V-Real



Doom™ Id Software



Bret Hull Hockey™

Accolade



Battlezone 2000™ Atari



DRAGON'S LAIR Readysoft

# THE





Double Dragon V: The Shadow Falls™ Williams Entertainment



ASSAULT™ Midnight Software

# BEGIN



Dungeon Depths™ Midnight Software

Vortex, Kasumi Ninja and Double Dragon V, we've taken brawling to the 64th level.

What makes Jaguar games so awesome? The raw power of 64-bit technology that adds CD-quality stereo sound, 16 million colors, and incredible 3D animation. No wonder it was voted the best hardware system in Europe and America. And it's the only system made in America.

This is just a preview of what's to come. The Atari Jaguar. 64 bits. Do the Math.



Kasumi Ninja™ Atari

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Tiger Electronics Goes Gonzo with



We've always been especially fascinated by the barcode. Seen all over the world on products that range from chewing gum to video games-there's one on the lower-left corner of our cover each month—the universal product code is a ten-digit computer-readable code that includes a 5-digit manufacturer number and 5-digit product code number. Barcodes have been around for a long time, so it's about time that the technology came out of the grocery stores and into the hands of video game players who can really have some fun with these cryptic symbols.

First there was the Japanese game, Barcode Battler. This handheld electronic reader had Japanese kids going crazy for everything that had a barcode on

it—candy, gum, toys. You'd swipe a barcode through the machine and the computer would use the scanned information to construct a character

with numerical attributes: Strength, hit points, magic ability, etc. Then you'd use that character in RPG-style combat against the computer or against a friend's barcode-generated warrior. Sounds like fun, right?

Now Tiger Electronics is bringing the idea to America with its new line of Barcodzz games. They're similar to the Japanese Barcode Battlers, but the Tiger Barcodzz titles are more action- than number-oriented. Tiger has licensed some pretty recognizable properties for its initial batch of Barcodzz games: Super Street Fighter II, Batman: The Animated Series, Mortal Kombat and Marvel Comics' X-Men.





Each game comes packaged with 24 collector-edition Tiger Barcodzz Character Cards which players can swipe through the scanning slot at the top of the machine. Different cards will either increase or decrease the characters' power and strength. Some cards can also give characters additional moves.

The coolest feature about Tiger Barcodzz games is that you can take a barcode from any product, slide it through

and it will create some kind of character in the game. You could use the barcode from your toothpaste box, from a candy bar, anything-

you never know what results you'll get. In Japan, the barcode from a particular brand of soup was found to create the most powerful Barcode Battler character of all; when the news spread, the product quickly sold out of stores across the country. Which American products contain super-powerful barcodes? Find out with a Tiger Barcodzz game.





present

You want Mortal Kombat? You want Super Street Fighter II? You want Power Rangers? Tiger Electronics introduces all these games and more for its new Barcodzz handheld games. If you're lucky, this is your chance to win all five of these new games including Batman: The Animated Series and X-Men.

#### Win cool Barcodzz games and more! You're gonna love this!

#### 1 Grand Prize

A Tiger Toys game package that includes: One (1) 2XL the talking robot plus tapes

One (1) Quiz Wiz, the electronic question-and-answer game plus books and cartridges

One (1) Brain Bash, the electronic voice command game

Five (5) Barcodzz games including: Super Street Fighter II, Batman: The Animated Series, Mortal Kombat, X-Men and Power Rangers

Two (2) Talking Handheld Games including: Talking X-Men and Talking Super Street Fighter II

Two (2) Handheld Games including: Sonic the Hedgehog 3 and Jurassic Park

One (1) Deluxe Talkboy

#### **10 First Prizes**

3 Barcodzz games including: Mortal Kombat, Batman: The Animated Series and Power Rangers

Multiple entries accepted, but each must be sent in separately. The deadline for entries is October 31, 1994. VIDEOGAMES Magazine will choose the winners in a random drawing, so good luck and send those cards in!

On a postcard (no envelopes, please) print your name, address, telephone number and age, and answer these three questions:

- 1) What is your favorite Tiger handheld game?
- 2) What kind of Tiger game would you like see?
- 3) How many Tiger games do you own?

prohibited by law and otherwise governed by California law.

Address your entries to: Tiger's Barcodzz **Bonanza Contest** c/o Video Games Magazine 9171 Wilshire Blvd., Suite 300 Beverly Hills, CA 90210

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Also in our July edition, the list of Sega Saturn specs left out four very important zeroes: The Saturn, it turns out, is capable of displaying 16,000,000 colors, not 1,600 as reported (duh!) The missing goose eggs have been deducted from the paycheck of our Japanese translator, who apparently provided us with the Reader's Digest Condensed Version of the story, thank you very

· Finally, our June interview with Jason Rubin of Naughty Dog Software contained a few minor misquotes; unfortunately, Jason's corrections didn't reach us in time to make the necessary adjustments. Quickly, Jason's comment that the Saturn was the system that he was most confident will be a good competitor should have been preceded by the words, "other than the 3DO." His comment about Sega being "third in Japan" should have read

"third in video-game systems in Japan," and he also wanted to mention that—though the wording of his printed quote makes them sound like fighting-game young 'uns-both he and Naughty Dog programmer Andy Gavin were fans of Karate Champ long before Street Fighter II was released. Finally, the ever-helpful Rubin would like to clarify his comments regarding the Atari Jaguar's 64-bit status as follows: "There are 64-bit components in the

Jaguar, but most are not. Computers are like water pipes; the overall flow is based on the thinnest segment." Thanks for the update, Jason; sorry about the mix-up.

ega was granted a preliminary injunction against an operator of computer bulletin boards for violations of state and federal law by Judge Claudia Wilkin of the U.S. District Court for the Northern Dis-







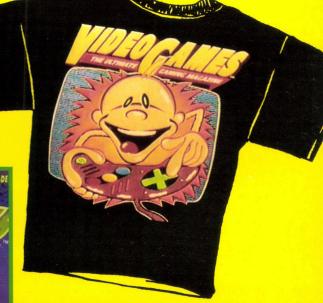




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**David Hunt, Totally Cool Editor** 10665 Lowden Avenue Stanton, CA 90680 \$1.50—Bi-Monthly

Very creepy pictures of Sonic the Hedgehog on the front and back covers. The account of Tyrone playing John Madden

Football Tommy Tallarico at Virgin is really funny but a buck-fifty seems steep for a tenpage 'zine with only three game reviews. We also had trouble understanding

rating scale for the movie reviews. At least the "Fanzine Review" column spices things up by tossing a few zingers at fellow fanzine editors; these are always fun to read if you're familiar with the publications that are being slammed.

#### PARADOX

Chris Johnston, Editor 316 E. 11th Avenue Naperville, IL 60563 \$1.00-Monthly/\$5.00 for

six issues The guys at Paradox have a lot to say, and they're not afraid

> to say it. We respect them-we think that's part of what a 'zine should be. forum for a lot of arguments. The latest issue (#16) consists of little more than a reader mail sec-

tion and two super-long articles that change subjects often. Interesting stuff—at a good price, too-but where are the reviews?

#### HARDCORE

Tyrone "The Man" Rodriguez, **Editor-In-Chief** 1122 North Berni Street Santa Ana, CA 92703-1506 \$1.50—Bi-Monthly/\$5.00 for six issues

More creepy cover art-are the same guys doing all the cov-

ers this month, or what? Whoops ..they are, actually; Tyrone works on Entry Level as well. Aside from a crazed layout, the things that distinguish "issue .025" of

Headstrong are the way-late CES article and the somehow out-of-place piece on abortion by the infamous Paige. Weird and interesting, but not always completely coherent.

#### SLAP-DASH Russ Perry Jr., Editor 5970 Scott St. Omro, WI 54963-9413

\$1—Occasional

As you might be able to tell from the title, this new 'zine from gaming wonderguy Perry isn't just about games, there

more. There's talk about some SLAP - DASH evil kid with the nickname of Satan and an article on beer from around the world. Also: Did you know that the board game on the back of

Cocoa Crunchies cereal is a drinking game? Slap-Dash gives you instructions and a Xeroxed game board inside. A cynic might think this 'zine is just an excuse for Russ to circulate his two-page want list of classic games, but this is interesting in itself; it's always nice to know that there are games that collector/game historian Perry doesn't own.

#### SENSORY OVERLOAD

2915 E. Allerton Ave. St. Francis, WI 53235

Another issue of Sensory Overload with cool contents hiding behind a weird montage cover. This new one features a com-



prehensive guide to poopie classifications. Actual video game news is pretty short, though-there's more talk of 'zine writers and their high school friends. best The thing in this issue is the Street Fighter

True story by special quest contributor Bill Kunkel. Well, OK, the "Whatever Happened To " list was pretty funny as well, I guess.

### IN BETWEEN THE LINES

Sean Pettibone, Editor 2406 Red Maple Ct. Troy, MI 48098

\$1-Bi-Monthly/\$5 for six issues

On the cover is a drawing of Sonic, his buds, Mega Man, Bugs and Elmer Fudd, a

cool combination of animated characters. The layout is great; everything is tidy. and there's a cool tip on guerrilla distribution for up-and-coming fan editors. (If you're at the Consumer Electronics Show, put your 'zines

in the free literature pile and in the press room!)



Aside from the true account from the Winter CES.

> there are game reviews, previews and a profile on the Amiga CD32. There's also a tiny-almost subliminal-pro-choice message. This is a cool zine to flip through, so send some cash.



Fanzine: In Between the Lines Age: 17 Home: Troy, Michigan

#### What do you think of the fanzine as a genre?

It's much more honest and personable than any prozine. I'd rather see a fanzine over a promag any day. I encourage anyone with the ambition to start a zine.

When did you start your fanzine, In Between the Lines?

I started putting it together in September of '92. The first issue came out in February of '93.

#### What do you get out of running a zine?

All the women and millions in cash. No, really, it's the huge profits. But really, I just like the chance for people to hear me rant. It may sound corny, but I want to express myself. That's why I started IBTL.

What systems do you own and what do you think of them? I own a Super NES, a Genesis, a Turbo Duo, a Lynx, an NES. a Sega Master System and for a while I had an Amiga CD32. Really, all I play is the SNES and Genesis. They're both rad. I spend equal amounts of time on both systems.

#### What are your favorite games?

I haven't been playing a lot lately, but I liked Skitchin'. I've always liked Road Rash, too.

#### What do you do with your spare time?

Right now I'm busy suing the school district. The assistant principal, Dick Shepich, assaulted me because I was taking pictures of him yelling at some students. I also do a punk zine. and I play drums and sing for my band, Dick's Kids (named after Dick Shepich). I'm not really the jock-o type, but I do like to snow ski in the winter.

#### So what do you think of VideoGames?

It's cool. I like it. Sometimes it gets a little cheesy. I haven't seen the more recent issues. As with all promags, it probably has room for improvement.



trict of California. It prohibits the unauthorized copying and distribution of Sega video games that are copyrighted. This ongoing legal battle reflects Sega's aggressive campaign against video game pirates. Sega Vice resident/Marketing Bill White says, "This is a welcome ruling for the video game industry and our customers. As this industry continues to grow, video piracy becomes an increasingly serious problem.'

In a related story, Sega and Blockbuster Video recently began testing a new game rental system in which "flash ROM" cartridges could be instantly programmed with specific games for rental, which would theoretically give each Blockbuster location the ability to create as many temporary copies of games like Mortal Kombat II as they need to meet renter demand. With Sega providing game program code to Blockbuster outlets nation-

wide, we'd like to ask: Doesn't this create the potential for an even bigger piracy problem?

pectrum HoloByte has signed eight leading actors from the Star Trek: The Next Generation TV show to contribute their voices to its CD-ROM interactive game based on the show. The actors include: Patrick Stewart (Captain Jean-Luc Picard), Jonathan Frakes

(Commander William Riker), Gates McFadden (Chief Medical Officer Dr. Beverly Crusher), LeVar Burton (Lt. Commander Geordi La Forge), Michael Dorn (Lieutenant Worf), Marina Sirtis (Counselor Deanna Troi), Brent Spiner (Lieutenant Commander Data) and Majel Barrett (voice of the computer). The first game will be for use on IBM compatible computers with a 3DO version planned for a later date.

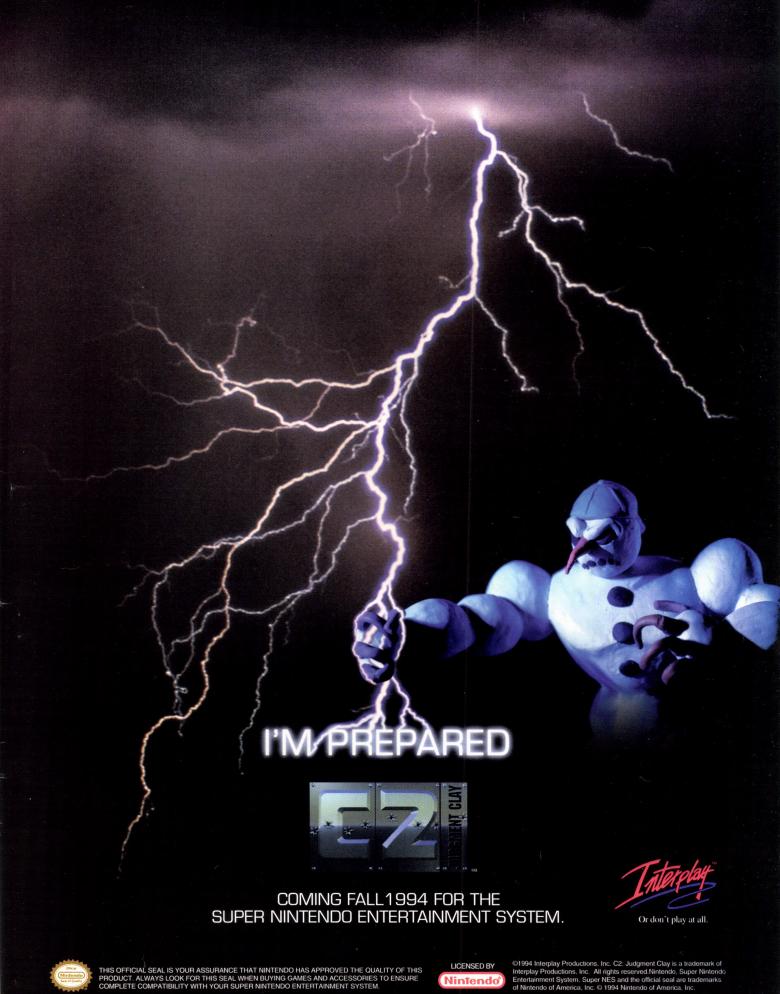








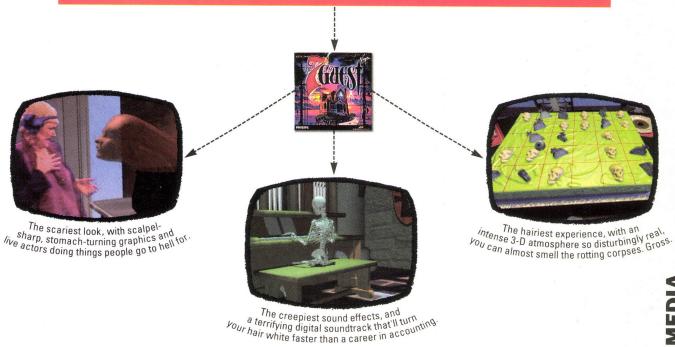




CIRCLE #106 ON READER SERVICE CARD.



## THE 7th GUEST IS NOW AVAILABLE ON CD-i.



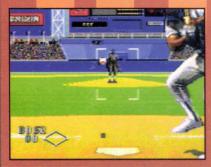


Your fingers are numb. You're choking on a wad of bile lurched up from your ulcerous gut. And your heart is beating so violently, those veins on your forehead are visibly pulsating. You are either, a) playing the best version of The 7th Guest ever, b) on your way to cardiac arrest, or c) both. No, my friend, you shan't recover from this one.



#### GENESIS

- 1. World Series Baseball by Sega
- 2. NBA JAM by Arena
- 3. NBA Showdown by EA Sports
- 4. FIFA International Soccer by EA Sports
- 5. Virtua Racing by Sega
- 6. ESPN Baseball Tonight by Sony
- 7. Caesar's Palace by Virgin
- 8. NBA Action '94 by EA Sports
- 9. NHL Hockey '94 by EA Sports
- 10. Star Trek: The Next Generation by Sega



- 1. Mortal Kombat by Arena
- Tomcat Alley by Sega
- Dark Wizard by Sega
- Rise of The Dragon by Dynamix
- Lunar: The Silver Star by Working Designs
- Third World War by Absolute
- Dragon's Lair by ReadySoft
- 8. Ground Zero Texas by Sony Imagesoft
- 9. WWF Rage in the Cage by Arena
- 10. Lethal Enforcers by Konami

## EDICATED



- 1. Mortal Kombat II by Midway
- NBA JAM Tournament Edition by Midway
- 3. Virtua Fighter by Sega
- 4. Lethal Enforcers II: Gun Fighters by Konami
- 5. Under Fire by Taito
- 6. NBA JAM by Midway
- 7. Lethal Enforcers by Konami
- 8. Run & Gun by Konami
- 9. Alien3: The Gun by Sega
- 10. Mortal Kombat by Midway

#### SUPER NES

- 1. Super Metroid by Nintendo
- 2. NBA JAM by Acclaim
- 3. Ken Griffey Jr. Presents: Major League Baseball by Nintendo
- 4. Secret of Mana by Square Soft
- 5. ESPN Baseball Tonight by Sony
- 6. Mega Man X by Capcom
- MLBPA Baseball by EA Sports
- 8. Star Trek: The Next Generation by Spectrum HoloByte
- 9. The 7th Saga by Enix
- 10. Lufia and the Fortress of Doom by Taito

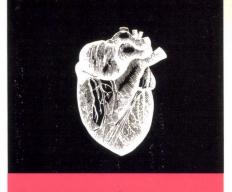


- 1. Jurassic Park Interactive by Universal Interactive
- 2. John Madden NFL Football by EA Sports
- 3. Total Eclipse by Crystal Dynamics
- 4. Super Wing Commander by Electronic Arts
- 5. Pebble Beach Golf Links by Panasonic 6. The Horde by Crystal Dynamics
- 7. Out of This World by Interplay
- 8. Escape From Monster Manor by Electronic Arts
- 9. Twisted by Electronic Arts
- 10. Cowboy Casino by Intelliplay





- 1. Dungeons & Dragons: Tower of Doom by Capcom
- 2. Raiden II by Fabtek
- 3. Samurai Shodown by SNK
- 4. Gal's Panic 2 by Kaneko
- 5. World Heroes 2 Jet by SNK
- 6. World Rally by Atari
- 7. Windjammers by Data East
- 8. Blood Storm by Strata
- 9. Fighter's History Dynamite by Data East
- 10. Super Street Fighter II by Capcom



### **BUY THE PLAYER AND** GET THE GAME FREE.

(THAT IS, IF YOU THINK YOUR **HEART CAN HANDLE IT.)** 



Magnavox CD-i 200 Player



Digital Video Cartridge



Free

Right now, when you purchase a Magnavox CD-i 200 player and a Digital Video cartridge, we will put a 7th Guest CD-i game in your clammy little hand free of charge: Plus you get the cool game, Kether, which already comes packed inside the player box. Sure hope you have good medical coverage, buddy.



\*Offer is good only at participating retailers. Offer is good until 12/19/94. Offer is good. ©1994 Philips Media. All rights reserved.



CONSTANT





f you have any tips or tricks that you haven't seen printed anywhere else put them on a piece of paper or a postcard and send them to us at VideoGames, Attn: Tips & Tricks, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. If you're the first to tell us about a valuable new tip or trick, we'll print it and send you one of these cool new controllers for your Super NES or Genesis, courtesy of STD Entertainment (USA), Inc.!







Press Down, Up, Left, Left, A, Right, Down







## Code Revisited After finally getting our hands on a final copy of Mortal

Kombat for the Sega CD, we quickly checked to see if the "DULLARD" code for the hidden cheat screen would appear, just like in the Genesis cartridge version. It does. At the Start/Options menu, just press Down, Up, Left, Left, A, Right, Down. A new menu selection will appear called "Cheat Enabled." Most of the cheats are the same as on the Genesis version, but some of the names have been changed.

• P1WIN/P2WIN (a.k.a. FLAGO/FLAG1): Player 1 and/or Player 2 starts each round in "Danger" mode—one hit and you're dead!

- . MOON (a.k.a. FLAG2): Guarantees a silhouette in front of the moon on the Pit stage
- DADS (formerly FLAG3): Makes the fighters' names goofy
- GREEN (a.k.a. FLAG4): Gives you Reptile hints before every battle.
  - LIVES (a.k.a. FLAG5): Gives you infinite credits.
- FLAG6 (the same as Genesis): The computer does
- TURBO (Formerly FLAG7): Lets you play the game in Turbo mode.



You've found the secret cheat menu for Mortal



Unlike the Genesis version, the CD cheat menu gives you a Turbo option for a faster game and a DADS flag changes the characters' names



The only name that's the same is FLAG6 which makes the comouter do its fatality when it beats VOIL

favorite game? Well, VIDEOGAMES doesn't give out tips over the phone—but here is a list of

#### Nintendo of America Inc. (206) 885-PLAY

HOURS: Monday through Saturday-4 a.m. to midnight (Pacific Standard Time)

Sunday-6 a.m. to 7 p.m. (Pacific Standard

COST: Standard long-distance rates to Redmond, Washington, apply.

TIPS: Nintendo's game counselors field questions about any licensed game for the NES, Super NES or Game Boy

#### Sega of America Inc. (415) 591-PLAY

HOURS: 6 a.m. to 6 p.m. (Pacific Standard Time)

COST: Standard long-distance rates to Redwood City, California, apply.

TIPS: Sega's game counselors field questions about any Sega game for the Genesis, Sega CD, Game Gear or Master System. With the exception of Seismic's Genesis games and certain early Renovation titles, questions about third-party games are not covered by Sega's counselors; they will, however, refer you to the appropriate phone numbers for tips on licensed titles

#### Atari Corp. (900) 737-ATARI

HOURS: 24 hours a day, seven days a week COST: 95¢ per minute

TIPS: Atari's Game Line offers Touch-Tone menus with recorded messages of tips and strategies for recent Atari games for the Lynx and Jaquar

#### Turbo Technologies Inc. (310) 337-6916

HOURS: Monday through Friday—9 a.m. to 6 p.m. (Pacific Standard Time)

COST: Standard long-distance rates to Los Angeles, California, apply.

TIPS: TTI's game counselors field questions about any NEC, TTI or Working Designs game for the TurboGrafx-16 or Duo.

#### **Flectronic Arts** (900) 288-HINT

HOURS: 24 hours a day, seven days a week COST: 95¢ for the first minute, 75¢ each additional minute

TIPS: Recorded messages provide tips and passwords for Electronic Arts games; game counselors may also be available during normal business hours.

#### Phillips CD-i (800) 762-0248

HOURS: Monday through Friday-5 a.m. to 6 p.m. (Pacific Standard Time) COST: Toll free, but you must register using the serial number on the back of your CD-i

TIPS: Any CD-i questions you may have

including game hints, hardware questions and any other CD-i software info.

#### U.S. Gold (Flashback Gameline) (900) 288-GAME

HOURS: 24 hours a day, seven days a week COST: 85¢ per minute

TIPS: Touch-Tone menus of recorded messages offering tips and strategies for U.S. Gold's Flashback for the Genesis and Super NES.

#### **Data East** (900) 4545-HELP

HOURS: 24 hours a day, seven days a week for recorded messages, or 8 a.m. to 5 p.m. (Pacific Standard Time) Monday through Friday for optional game counselor assistance

COST: 95¢ for the first minute, 75¢ each additional minute

TIPS: Tips and strategies for Data East's Shadowrun for the Super NES are the primary resource, but help is available for many other Data East titles, including Side Pocket and High Seas Havoc.



# D**ut of this** world

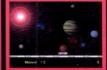
**New Game** Password



To find a hidden game programmed into the 3DO version of *Out of This World*, go to the Password screen and enter the code **BRGR**. Press "OK" and you'll go to a *Breakout*-style game called *Stalactites*. Press **A** to start the game and position the paddle beneath the stalactites to send them back into the ceiling. Note: This trick may not work on all versions of the 3DO hardware and may cause the system to reset to the title screen, which is guaranteed to frustrate the







## Weird Screen

The programmers of Out of This World seem to be a bunch of merry pranksters. During the Out of This World demo sequence—the one with the guy and the car—hold the  ${\bf L}$  and  ${\bf R}$  buttons on top of the controller. Keep holding them through the "Start Game/Password" screen and a secret screen will come up with a cartoon drawing of a guy getting his head chopped off. The guy is Interplay's "Burger" Bill Heineman, the game's programmer/scriptor. The Secret Game code, "BRGR," was named after him!





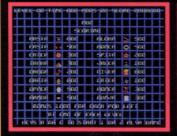
There's nothing the staff of VIDEOGAMES likes more than a hidden game within a game. (Well, almost nothing.) We're always searching for codes and clues that will give you access to hidden shooters or tank games. Lotus II by Electronic Arts is one of those games. Just go to the set-up screen, change the name of Player One to "POD' PLEASE" and press B. (Note: Enter the code in the box for Player One's name, NOT in the password box.) Now start the game and you'll warp to a hidden shoot-'em-up; it's sort of a cross between Centipede and Galaxian for one or two players.







...to "POD PLEASE" and press B. (Don't forget the space between "POD" and and "PLEASE".)







Codes for use with Galoob's Game Genie Video Game Enhancers

#### **FATAL FURY 2**

(Takara for the Super NES) EED5-EFCB—Bogus Jump (Player 1) D77E-7FDD—Timer is three times as fast

D885-E46F+CB85-E40F+DD85-E4AF—Player 1 is Wolfgang Krauser

#### DREAM T.V.

(Triffix for the Super NES) only take one hit to kill 8F84-17D8—Massive jump when enabled (turn off to land again) DDC7-1DD8—Can't get hurt (colors may be screwed up)

## MAZIN SAGA UTANT FIGHTER

(Sega for the Genesis) AB8A-CAFA—Not invincible after knocked down
Z32A-CTFR—You don't flicker when you're invincible
A4HA-CA2C—Invincible against superboss

#### **SUBTERRANIA**

(Sega for the Genesis) 2BOT-MGLT+BVOT-LA40— egg shot recharges immediately B5KA-RA8E—No fuel lost from flying forward B5KT-RA42—No fuel lost from flying backward

## **KIRBY'S PINBALL**

(Nintendo for the Game Boy) seconds in Wispy Woods land bonus room 90C-B9A-6EB—Start with 90 econds in Kraco land bonus room 900-499-6EB—Start with 90 seconds in Poppy Brother's land bonus room

## **POKER FACE PAUL'S**

(Sega for the Game Gear) FF2-EBE-2A2—Bet as much as you want in five-card stud (graphic errors may appear) 995-FDF-6EA—Start with \$9900









# "The Great Dino

As we reported in our July issue, the winner of Ocean's *Jurassic Park* video game contest, "The Great Dino Egg Hunt," was Bill Vargas from Philadelphia. Bill won \$5,000 smackers for finding all of the hidden letters in the game and deciphering them to spell the hidden message, "Dr. Horner." Ocean must have confused a lot of would-be contest entrants by calling this a message; you probably thought you'd be finding some kind of sentence instead of the name of a real-life dinosaur expert.

According to Ocean, Dr. John R. "Jack" Horner is "well-known as one of the world's leading experts in the paleoentological

The first letter in the name, "D" is the hardest to find and the most important. This is due to it being hidden in a secret level which not only holds the letter but has a bunch of power-ups. To find it, you must go to the Eastern Mountain Range. In the southeast part of the mountain, there is a bend in the path. Push through the wall in this part of the mountain and you will find the "Secret Level." It looks a lot like the catacombs that link the Raptor pen to the Visitor's Center.

Go down the corridor and make a right turn. You will find an aisle filled with all sorts of weapon power-ups. Pick these up and make another right into a corridor that has an indented wall on the left side. Step up to this indentation and—magically—the walls open revealing the letter "D." There is also a 1-Up located in this room, so pick it up. You can keep going back and forth in and out of the "Secret Level" to give yourself an infinite arsenal of weapons and lives.



Go to the bridge that leads to the boat and head north....



...to find the rock stairs.



Take the east path to the second bend in the road. Push your character north (into the wall)....



...to find the entrance to the "Secret Level."



In this level, go straight and to the right, down a corridor filled with weapons power-ups.



After heading down the weapons corridor, make two right turns up the second corridor. You'll find a niche in the wall on your left.



Head into the niche and the rock wall will open to reveal the letter "D." (For some reason this is all very reminiscent of *Sesame Street*.)



You will also find a 1-Up in the room.



Head back to the exit, go outside and come back in as many times as you want to collect more lives and weapons.



is next



# aa Hunt" Solved

field...the inspiration for the character of Dr. Alan Grant in Michael Crichton's novel, Jurassic Park, and a consultant to Stephen Spielberg during the making of the film." Currently, Dr. Horner is the Associate Curator of Paleontology at the Museum of the Rockies in Bozeman, Montana, and an Adjunct Associate Professor at Montana State University. Wow, this wasn't just a contest, you were getting some learning done!

Anyway, if you never figured out the puzzle, we thought we'd clue you in on how to find all of the letters to the good doctor's name. Sorry we couldn't get this info in the magazine sooner, but heck, that Vargas guy took the prize just two days after the game was released!



"R" is in the southwestern edge of the East Forest. Go to the eastern end of the East Aqueduct and go southeast to find it.







Get on the roof of the Visitor's Center and go to the center to find an







To find "O", walk through Gate 2 and go northeast. You will pass an exterior motion sensor, then keep going north to the end of the path and head east.









The second "R" is directly south of the Nublar Utility Shed.







When you've finally accessed the computer in Nedry's office—and can open up the park's gates—head over to the North Utility Shed. Go around to the northeast corner of the shed and head up the river. Go as far as you can and you'll run right into your friend "N."









Go to the Beach Utility Shed and head southwest to find "E." Be careful, because after you've checked out the letter, The Tyrannosaurus Rex will be coming after you from the west, so hightail it out of there.









The final "R" is to the east of the Helipad. Head directly east from the big "H" on the ground and find a secret path in the foliage. Once vou're through, go north and vou've completed the puzzle!







NEXT TO THE

# THE THERES

Zool looks like the kind of game that even a baby could master. What's that? You haven't mastered it yet? Well, come on, are you on Team Dummy or what? Since we feel sorry for you and your plight, we've dug up some cheats for you to impress your friends. Now you can tell them that you finally finished Zool: Ninja of the "Nth" Dimension.

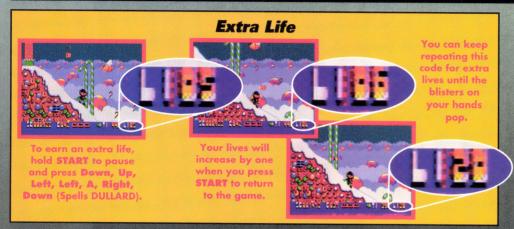


Yeah right.

Cheater.

To do all of the following codes, you have to pause the game by pressing **START**, and **continue to hold START** while you are doing the code. If you don't do this, the cheat won't work and you'll feel stupid.

# Zool Mega-Cheat Bonanza!



### **Level Select**



To skip around the game, press C, Right, A, B, B, A, Left, Left, A, Down. (Spells CRAB BALLAD).



Now you can change the first two digits on the timer to correspond to a World and Level number. Press

Up or Down on the D-Pad to change the World....



...and Left or Right on the D-Pad to change the Level. To make the level jump, hold A, B, and C down simultaneously.



You will kick out of the game and return to the title screen, but don't have a cow; just start the game....



...and you'll skip to the level you chose.

## Super Time & Energy Bonus



Hold START and hit Right, A, Down, A, Right, B, Left, Up, Right (Spells RADAR BLUR).



This makes you darn near invincible since it gives you 240 energy bars. Like the "Extra

Time and Energy"
code, you will only see
three bars displayed at
the bottom of the

screen, but you'll know you've done it correctly because the timer gets set to 999.

### Extra Time and Energy



This code is like a dream come true. Hold START as above and press B, A, Right, Right, A, C, Up, Down, A (Spells BARRACUDA).



Though it looks like your energy level hasn't gone up, you'll actually have six bars of energy. You'll also get 30 extra seconds on the timer!

## Brightness



Pause the game and remember to keep holding down the START button. Then press Down, Up, Left, Left (this spells DULL).



For some strange reason, this makes the dimmed "PAUSE" screen bright. This trick is great if you're a video-game magazine trying to take good photos of the game, but otherwise you'll probably find it useless.



INDEO GAMES

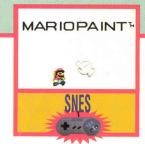
# THERE GOES THE NEIGHBORHOOD.

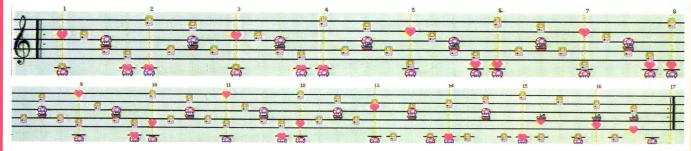




## Guess the Mystery Tune!

Click on the **keyboard** icon to enter the Music Composition mode. Select **4/4** time signature and click on the **Loop** icon. Now enter the "notes" as shown and click on the **Play** icon; you'll get a song that you probably wouldn't even expect from *Rock 'N' Roll Racing*.





Can you identify this hard-rockin' number? Send us the name of the song and a drawing of the band that originally recorded it—we'll print the best one in an upcoming installment of *Tips & Tricks*.

# KILLEN KÜMBUS

In every issue of *VIDEOGAMES*, we'll feature our readers' best fighting-game combination attacks in *Killer Kombos*; the two top combos every



month will each win a set of Dual Turbo wireless controllers for the Super NES or Genesis, courtesy of Acclaim!

# CLAY FIGHTER/ CLAY FIGHTER TOURNAMENT EDITION AUGA 45% DAMAGE

This clay-sprayin' Killer Kombo was sent to us by John Kelvin Sy from Scarborough, Ontario in Canada. He wins a pair of Dual Wireless controllers for the Super NES. When using Helga, get

your attacker in the corner and push **Toward** and **Brutal Punch** to squeeze the life out of them. While the squeeze is happening, begin charging **Away**. When your opponent is released, do a **Quick Punch** to juggle them in the air, then immediately execute the **Helga Scream** for the third hit.

## STREET FIGHTER II TURBO

Another Canuck, Darren Witwicki, from Winterburn, Alberta, sent us this Killer Kombo for *Street Fighter II Turbo*. Darren has a crush on Betty and wants her to be next month's centerfold, but he'll have to settle for a cold sho

fold, but he'll have to settle for a cold shower and a pair of Dual Wireless controllers for the Super NES. When using Bison, attack your opponent with a Head Stomp. After stomping noggin, position Bison so he lands right beside your opponent and immediately throw him or her. This should do 45% damage to the other sucker.



→+L, start charging Away
(←)



Press **Y** (continue charging ←)



K ↑ 7→+Γ



↓(charge for two seconds), ↑+Any Kick
Button



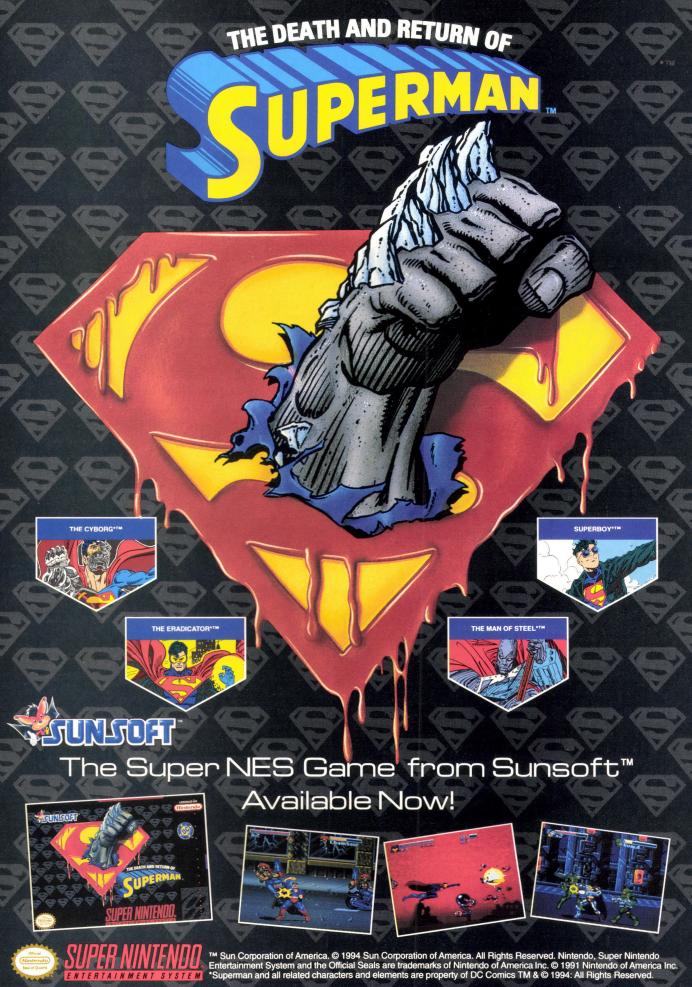
Land right next to your opponent....



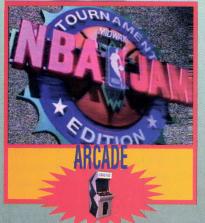
...and throw them (→+Any Punch Button).



VIDEO CAMES



# Thillens



## pecial Guest Codes!

Last month we gave you a taste of the hidden powers in NBA JAM Tournament Edition. This month we're going to give you another magic jolt of the game by giving you all the codes we've found so far. Amaze both your friends and your enemies on the court by making the machine dance with these secrets. Be sure to check out the codes for Mortal Kombat creators Ed Boon and John Tobias; their bodies crackle with arcs of electricity, just exactly like Raiden!



DOZ 12/31

# Secret Power-ups



Here are a whole bunch of *NBA JAM Tournament Edition* secrets and power-ups to impress your friends and help you kick their butts. With the exception of the "Team Swap" code, all of these tricks should be performed at the "Tonight's Matchup" screen that appears before the tip-off.



Maximum Power: You can't get knocked down. At the "Tonight's Matchup" screen, Hold Down (↓) on the joystick, also hold TURBO, SHOOT and PASS until the game begins. The words "Maximum Power" will appear under your player.



**Quick Hands:** It's easier for you to steal the ball, and your opponent can't steal from you. At the "Tonight's Matchup" screen, hold the joystick **Down** ( $\checkmark$ ) and press the **SH00T** button five times. After the fifth button press, keep holding **Down** and **SH00T** until the game starts. The words "Quick Hands" will appear



Baby-Size Players: All the players on the screen JAM like lil' tykes. At the "Tonight's Matchup" screen, hold the joystick in the down/right position (>) and press TURBO, SHOOT, PASS, TURBO, SHOOT, PASS, TURBO, SHOOT, PASS. All of the players on the screen—including the ref—will shrink, and the screen will announce "Baby Players Mode."



**Big Head #1:** Your player's head gets a little bit bigger then normal. At the "Tonight's Matchup" screen, hold the joystick  $Up\ (\uparrow)$  and hold the Turbo, Pass and Shoot buttons until the game begins. The words "Big Head #1" will appear under your character.



Huge Head: Encephalitis has set in and your player looks like a freak. At the "Tonight's Matchup" screen, hold the joystick Up (↑) and hold the TURBO button. While doing that, push the PASS button five times. On the fifth press, keep holding Up, TURBO and PASS until the game starts. The words "Huge Head" will appear under your player and the effects will be obvious.



**Team Swap:** At halftime, you can switch the team that you're using. At the "Halftime Substitution" screen, hold the joystick to the **Right** (→) and hold the **PASS** button until the words "Team Swap Enabled" appear. Now you can use the **PASS** button to switch to a different team; use the **TURBO** button to swap players and press **SHOOT** to enter your selection.



**Tournament Mode:** To make the game "fair," this trick cancels secret power-ups, guest characters and abilities for all players; it also prevents substitutions or-team swaps. At the "Tonight's Matchup" screen, hold the joystick to the **Right** (→) and hold down the **TURBO**, **SHOOT** and **PASS** buttons until the game starts. The Tournament Mode will be announced above the ref's head.



Shot Percentage: Shot % comes up with the Tournament Mode setting, so you can't use secret characters or power-ups, but you can search for the "Sweet Spots" on the floor. At the "Tonight's Matchup" screen, rotate the joystick 360° and hit the **TURBO**, **SHOOT** and **PASS** buttons simultaneously seven times. The Shot %/Tournament Mode announcement will appear above the ref's head.



**Power-Up Goaltending:** You can get away with goaltending your opponents' shots approximately 70% of the time. At the "Tonight's Matchup" screen, press any button (or combination of buttons) 24 times. Note: You must finish pressing the buttons before the screen starts to shrink. The words "POWERUP GT" will appear beneath your player.



For use with Datel's Pro Action Replay Game Busting Cartridges

### **NBA JAM**

(Acclaim for the Super NES)

7E0A-80FF-No heads for Player 4 7EOC-CFOB—No shot clock **7E07-D6FF**—Power-ups for Player 1 **7E08-BEFF**—Power-ups for Player 2 7E09-A6FF-Power-ups for Player 3 7E07-D610-Player 1 super slams 7E08-BE10-Player 2 super slams 7E0C-BF02—The opposition can only

### SUBTERRANIA

(Sega for the Genesis)

#### MORTAL KOMBAT (Acclaim for the Game Boy)

30X-1DD6-

- 2—Liu Kang 3—Scorpion

8—"Matches", a bizarre character ho can use the B button to create a focused volley of fireballs and the A button to create stray explosions that do nothing at all. Also, pressing both **A** and B while jumping towards your opponent

0164-7FD6—Infinite time 0106-31D6—Infinite credits

010X-86D6—Change the X to one

- 2-Raiden
- 3—Liu Kang

9-"Matches", a bizarre character





Contra: Hard
Corps
SYSTEM
Genesis
PLAYERS
1 or 2
SIZE
16 Meg
AVAILABLE
September
PUBLISHER
Konami

Konami

BY BETTY HALLOCK & ERIC NAKAMURA







emember the classic *Contra* game in the arcades, on the NES or Super NES? After testing the Sega waters with games like *Sunset Riders* and *Rocket Knight Adventures*, Konami is bringing one of its most successful titles to the Genesis in a big way.

Not that *Contra: Hard Corps* is just another sequel; this cartridge turns the whole *Contra* series upside-down, and comes up with some extremely innovative Genesis programming tricks along the way. This

early preview copy shows off scaling, rotation, morphing and pseudo 3-D effects that'll shock anyone who knows the limitations of the Genesis hardware. Choosing from four different characters, you'll tear through levels with

guns like you would not believe. Very *effective* guns, that is; the kind where you don't have to worry about shooting your opponent twice. Heavy arsenal. You'll also grab weapon power-ups along the way; everything from laser beams and scatter-shots to homing missiles.

You're going to need them, too. *Contra: Hard Corps* has "boss" characters *everywhere*. Through the entire game, you'll be saying to yourself, "Is this the boss?" "Wait, this must be the boss." "No, *this* is the boss." They're absolutely everywhere: They crawl up from the trash...they're waiting for you on top of buildings...they're chasing you down the street. Big, mean things that you've got to shoot right in the eye.

There's even a level where you ride motorcycles that fly through the air. When they land, these mean machines grow legs that make them look like mechanical ostriches. Don't forget the two-player mode, either; team up with a friend or sibling and do double damage.



















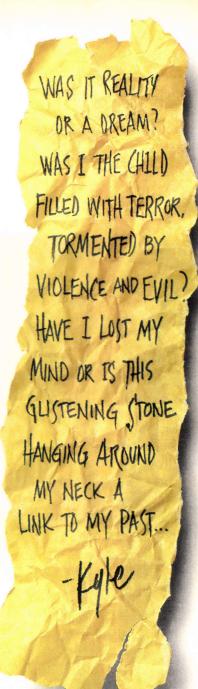
















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Blackthorne Super NES

Interplay Blizzard **Entertainment** 



**Brain Lord** Super NES

September Enix Enix



escribed by certain members of our staff as "Prince of Persia with guns," Interplay's Blackthorne is the latest offering from developer Blizzard Entertainment. (Previously known as Silicon & Synapse, Blizzard won VIDEOGAMES' 1993 Best Software Developer award for its work on Interplay's Rock 'n' Roll Racing and The Lost Vikings.) Like U.S. Gold's Flashback, Blackthorne is a side-view action/adventure with equal amounts of running, jumping, climbing, shooting and conversing with other characters. Controlling the Rambo-esque hero Blackthorne, you'll blast your way through levels of mines and evil monsters, collect health bonuses, find bridge keys and escape to face the evil Sarlac.

The game's plot concerns the land of Tuul. which was once a peaceful place until Sarlac came and took the Dark Stone. Since there's a dark one, there must be a light one, and this is what you need to get to defeat Sarlac; bringing the stones together will restore peace to the people of Tuul. Watch









DEEP IN THE HEART OF TUUL





long, long time ago, the Great Demon had it out with the Dragons of War, Good Luck and Wisdom. The Dragons trapped the bad guy in an underground

cavern as he turned himself into a mist, and the Dragon of War guarded this cavern from that day on. Years later, the Dragons and their human counterparts-the Dragon Warriors-have pretty much been forgotten by the villagers. One Dragon Warrior remained in a remote village and went looking for the last of the dragons. He made his son, Remeer, promise to keep looking for the dragons

for Blackie's "no-look" shot; you can make him calmly extend his arm to shoot behind himself without even turning

just in case he never came back.

his head to see the target.

In Brain Lord, you play the part of Remeer...and I guess your dad never came back, because you've got to look for the dragons. Other characters in this RPG include: Kashian (half witch and half warrior), Barness (a spiritual man also seeking dragons), Rein (a bounty hunter) and Ferris (a very powerful witch). You've also got to collect fairies who'll help you out.













ou know Wolfenstein 3-D? You know Escape from Monster Manor? How about Doom? Accolade's Zero Tolerance is the first Genesis cartridge with similar gameplaythe whole first-person seek-and-destroy bit. The huge mazes feature lots of turns so things are always popping out at you.

It's scary and can give you a big headache; don't go too fast.

Lots of weapons to pick from too: Hand guns, grenades, uzis rocket launchers, machine guns and laser guns. You can also find and use infrared goggles, fire proof suits, fire extinguishers health packs and bio-scanners that highlight the enemy positions within the maze. You also have the ability to crawl, sidestep and jump to avoid enemy gunfire.

The three levels in this prebeta copy of the game include a space station, a city and a basement. You're up against twelve different types of enemies, including both humans and aliens. The objective is to kill the Hive Queen and restore the homeworld.



**Zero Tolerance** 







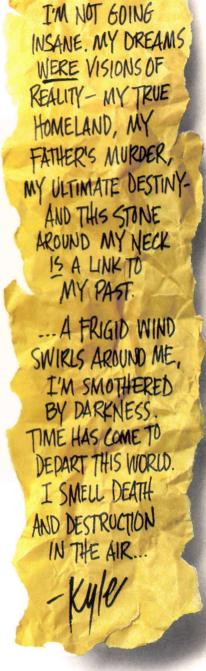


IDEO FAMES















Dynamite Headdy SYSTEM Genesis PLAYERS

1
SIZE
16 Meg
AVAILABLE
September
PUBLISHER
Sega
DEVELOPEI
Treasure



Dynamite Headdy SYSTEM Game Gear PLAYERS

SIZE
4 Meg
AVAILABLE
September
PUBLISHER
Sega
DEVELOPER
Treasure

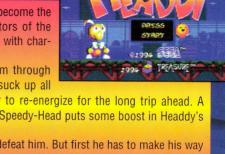
2-1

ega calls Dynamite Headdy its "newest megastar"—he's supposed to become the next Sonic the Hedgehog. Developed in Japan by Treasure—creators of the explosive *Gunstar Heroes* cartridge—*Dynamite Headdy* is a platform game with charisma comparable to that of *Sonic*, but the gameplay is a bit more subtle.

The title character has the unique ability to change heads to help him through level after level of obstacles. Headdy's Vacuum-Head will enable him to suck up all his anomies within a contain radius. The Sleavy Head will allow the day of the charge the day of the charge the

his enemies within a certain radius. The Sleepy-Head will allow Headdy to re-energize for the long trip ahead. A Hammer-Head gives him the ability to smash whatever's in sight, and the Speedy-Head puts some boost in Headdy's gallop. There is a total of 15 heads to choose from.

Dynamite Headdy will ultimately have to face the evil Dark Demon and defeat him. But first he has to make his way through everything from distant towns to strange mazes. Go on, Headdy!





Michael Jordan in Chaos

in the Windy City

Super NES

12 Meg

November

Electronic Arts



at your Wheaties, kids-Michael Jordan is coming soon to your Super NES. He's out of the baseball farm leagues and back where he belongs: Dunking! Chaos in the Windy City takes a different approach from other basketball superstar simulation games by doing away with the basketball simulation! Instead, you play as Michael Jordan, the super-hero. Always dribbling a basketball, Mike travels through various locations in the city of Chicago like creepy museum basements, the famous El train and an abandoned factory as he searches for the elusive Dr. Max Cranium, who has kidnapped all the players from a charity basketball team.

Mike has some killer moves at his disposal and defends himself with a variety of nifty weapons, including flaming and guided-missile basketballs. He'll need them to defeat the basketball-headed zombies, giant spiders and other creatures that inhabit this fantasy version of Chicago. Digitized voices and detailed cartoon-like graphics accent the dark mood of this action game. Unfortunately, the boss characters do not include Moses Malone.











I'VE ENTERED A SAVAGELY BRUTAL, YET STRANGELY FAMILIAR WORLD. NOW I MUST ELIMINATE THE EVIL SARLAC, FREE MY PEOPLE AND HEAL THIS TORTURED LAND.

MY ENEMIES SURROUND ME I FEEL THEIR DEMONIC PRESENCE AND SMELLTHEIR PRIMAL STENCH. ALL HELL IS ABOUT TO BREAK LUOSE ...





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# LANGULTUS

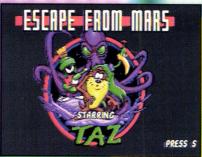


TAZ in Escape from Mars SYSTEM Genesis PLAYERS 1

SIZE
16 Meg
AVAILABLE
Fall
PUBLISHER
Sega
DEVELOPER



Dimo's Quest SYSTEM CD-I PLAYERS 1 SIZE CD AVAILABLE Fall PUBLISHER Philips DEVELOPER The Vision Factory



In this sequel to Sega's successful *Taz-Mania* cart, Taz is trapped in a cage at a zoo on Mars...but not for long. The graphics and sound effects are cartoon-quality and Taz has all-new moves. He can tunnel through dirt, spin up inclines or ricochet from wall to wall; he even wields a buzz-saw and bowling ball. And guess who pops up during the game? Speedy Gonzales, Road Runner, Wile E. Coyote, Marvin the Martian, K-9 and Yosemite Sam.

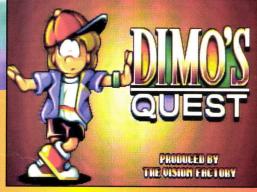
The game includes six levels with three sub-levels, including the Haunted Castle, Mexico, Atlantis, Megalopolis, Cloud City, Planet X, Mars and the Mole World.











The kids at Philips are creating some hilarious games for their system. The latest is about a skate kid named Dimo. He looks like the product of baggy clothes and too much *Beavis and Butt-Head* and if you own a CD-i machine, you can control him. Try not to laugh too much when you hear this rat talk or else you'll end up mimicking his voice all day.

A pre-game peek at the instructions is recommended. Your main goal is to collect candy, because Dimo is a candy addict. You'll also be picking up keys, potions, lotions, power-ups and transporters. The object is to collect everything on each game field and exit to the next stage. *Dimo's Quest* uses passwords to help you out, but don't count on cruising your way through—it takes some of your grey noodle to figure your way out.











## LANGUES S



GAME: Mortal Kombat II SYSTEM: Super NES, Genesis, Game Boy, Game Gear

1 or 2 SIZE:

24 Meg (Super NES, Genesis) 4 Meg (Game Boy, Game Gear) AVAILABLE:

PUBLISHER: Acclaim DEVELOPER:

Probe Software Ltd. (Genesis, Game Boy, Game Gear) Sculptured Software (Super NES)

# MORTAL KOMINAT

Take your last breath of air and get ready to sink deep into the long-awaited and anticipated *Mortal Kombat II* for your Genesis, Super NES, Game Boy and Game Gear systems. All 12 of your favorite characters will be back in full strength on the 16-bit versions, waiting to rub your head into the concrete. With new characters like Baraka, Kitana and Jax, you'll need your maximum fighting strength to pound them into submission. As in the arcades, you'll be able to access the "friendship moves" and "babalities" along with some hidden characters. We all know that dripping blood is what we need, and this time you'll get it on all versions, including the Super NES. Get this game and get with the new scene.





**SUPER NES** 







**GENESIS** 

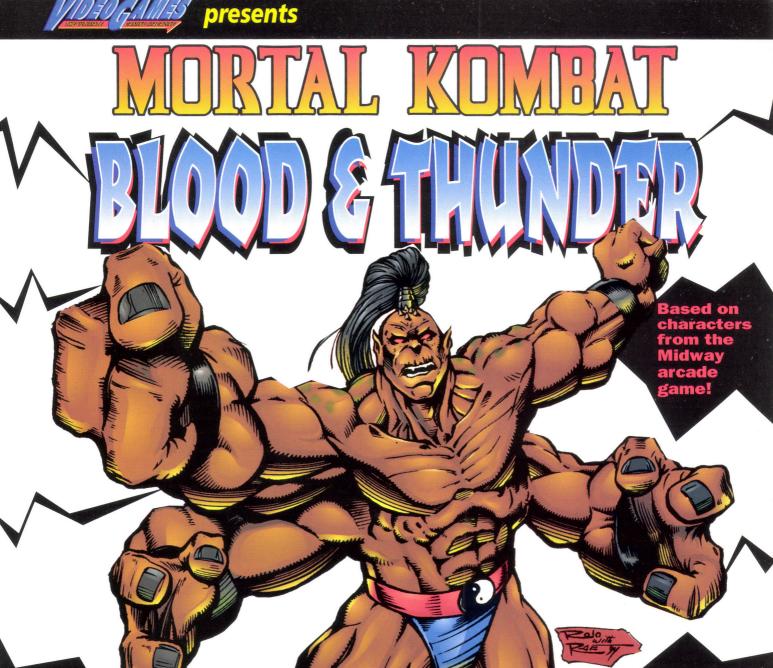


**GAME BOY** 



GAME GEAR



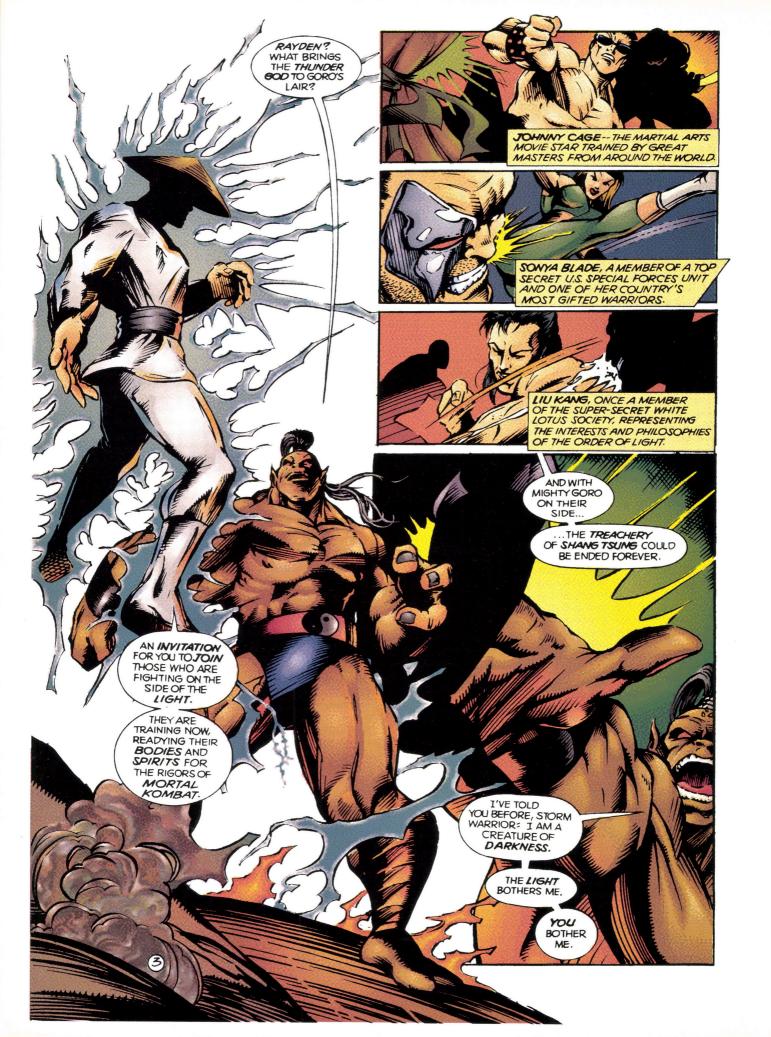


Win limited-edition gold foil Mortal Kombat comic books! An exclusive fourpage preview of the new Malibu Comics series!

Rayden vs. Goro in LIGHT & DARKNESS









# Malibu Comics and VIDEOGAMES Magazine Present

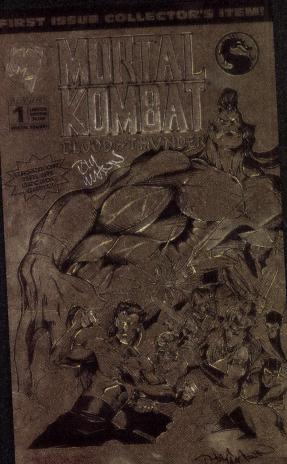
# THE MORTAL KOMBAT COMIC CONTEST

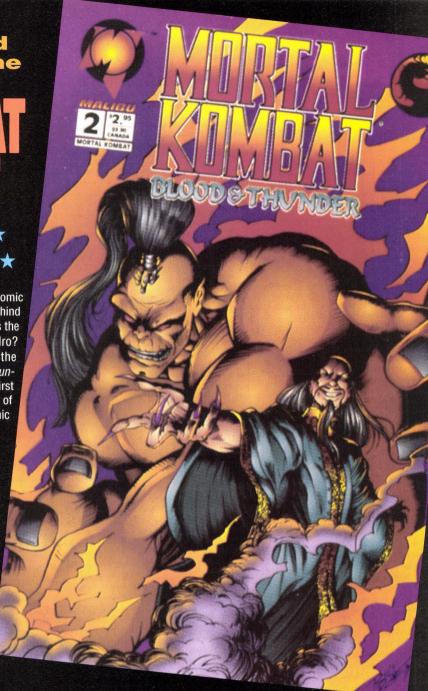
- ★ Win issues signed by Charles Marshall! ★
- $\star$  Win limited-edition gold foil cover comics!  $\star$

You've probably only dreamed of owning a *Mortal Kombat* comic book. Imagine: Your first chance to find out what's really behind the masks of your favorite fighting-game characters. Where is the island of Shang Tsung? Who is the mysterious ninja, Hydro? You'll find the answers to these questions and more in the brand-new Malibu Comics saga, *Mortal Kombat: Blood & Thunder.* Here's your chance to win a limited edition copy of the first issue with a gold foil cover as well as an autographed copy of the first issue signed by Charles Marshall, writer of the comic book series.

#### Ten lucky winners will receive:

- One copy of the first issue signed by series writer Charles Marshall
- One copy of the gold foil cover edition of the first issue (unsigned)





On a postcard (no envelopes, please) print your name, address, telephone number and age, plus the answers to these three questions:

- 1) How many arms does Goro have?
- 2) What is one of Kitana's finishing moves?
- 3) What is your favorite comic book series?

Address your entries to:

The Mortal Kombat Comic Contest c/o VideoGames Magazine 9171 Wilshire Blvd., Suite 300 Beverly Hills, CA 90210

Multiple entries accepted, but each must be sent in separately. The deadline for entries is October 31, 1994. *VideoGames* Magazine will choose the winners in a random drawing. Send in your postcard today!

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# PUSH YOUR SEGA CD. TO THE NAME.



ased on the elite "Flying Nightmares" Marine Harrier squadron, this game really pushes the envelope of CD technology.

Everything is state-of-the-art: Stunning 3D texture-mapped graphics. Intense full-motion video sequences. Internal, external and missile camera angles. Plus the hottest CD-quality sounds and special effects.

It all adds up to the most exciting combat flight simulator on Sega CD. Imagine the power under your command: Harrier jump jets that can turn on a dime and stop dead in midair. Laser-guided missiles, cluster

bombs and radar-jamming pods. It's enough to make your

heart pound and palms sweat.

It'll also strain your brain. This just happens to be one intelligent action-adventure game as well.

FLYING NIGHTMARES. Pushing CD technology - and you - to the max.





Sold exclusively in America by Time Warner Interactive, Inc. Phone 408-473-9400 for ordering information.

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Lunch. Toast. you from the inside out. The

Dogmeat. You're on the menu. The Alien eats Predator's razor-like mouth parts go for the crust.

It's one thing to be low man on the food chain in a 16 or 32-bit game. But in Jaguar's 64-bit system, it takes extremely fine tuned reflexes to stay alive. Give your reptilian hindbrain a workout. Be the



YOU'RE THE MARINE. YOU'RE THE ALIEN. YOU'RE THE PREDATOR. Be any one of them and fulfill your biological destiny; kill or be killed.

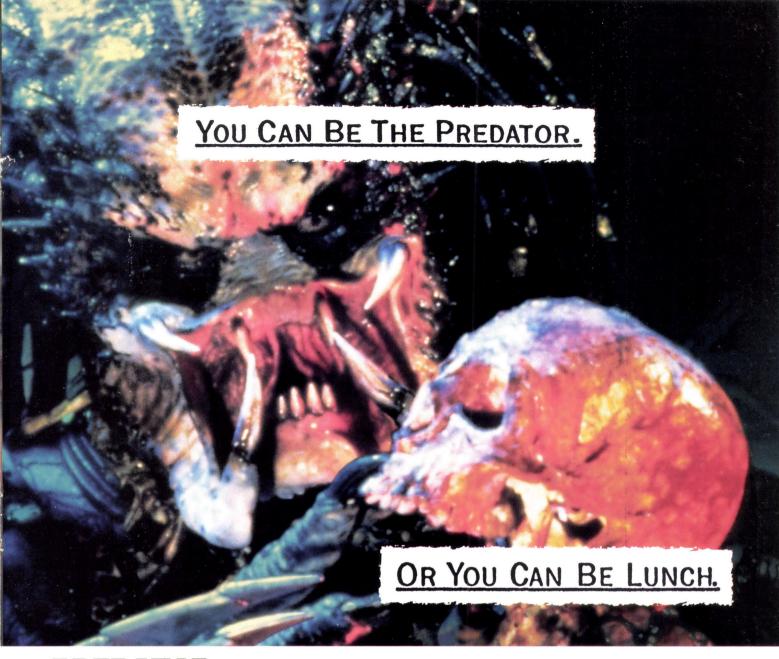


THE ALIEN LASHES OUT. His claw and tail strikes are beautiful and deadly. No such aesthetics apply to his acid-spitting. That's just plain sick.



You're Just a Crybaby with a Shotgun to THE ALIEN. Texture-mapping heightens the claustrophobia of the airduct. Too Bad. Tell your therapist.



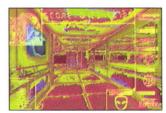


Predator or the Alien. Ancient animal senses exploit the high-resolution bit-mapping – the better to see you. Huge sound-sampling –the better to hear you. And unparalleled animation – the better to come out of nowhere and eat you. In a 64-bit environment, pure sensation can overwhelm. Keep a little blood

in your adrenaline system, and maybe you'll survive. At least until dinner.



THE PREDATOR'S DISKS FROM HELL may outmatch your more conventional weaponry. Might be a good idea to keep your first-aid kit handy.



THE PREDATOR CAN SEE WHAT YOU CAN'T. Stay out of his view. Too many x-rays can be bad for you.



MARINE? SOLDIER-ON-A-STICK IS MORE LIKE IT. Your extraordinary bit-mapped image makes the shape of your skull look so very right to the Predator.



INTERACTIVE MULTIMEDIA SYSTEM

t's perhaps the largest semi-annual show in the world—and we conquered it! The Summer Consumer Electronics Show is a chance for journalists like us to check out all the new video games coming out for this year and beyond. We also saw new hardware, peripherals, got free stuff like t-shirts, buttons and hats, overheard some wild rumors, went to parties, ate lots of free food and we also played plenty of games. Our thumbs are sore but gaming must go on!

by the editors of VIDEOGAMES



**NIKOS** CONSTANT



**CHRIS** GORE



**BIENIEK** 



BETTY **HALLOCK** 





Sonic Blastman is back,



Bungee-dunk on a 12foot hoop and scale the Aggro Crag.





Popeye and Brutus navigate through tough terrain to save Olive Oyl.



Entertainment)
An adaptation of Robin



Tetris 2 (Nintendo) Alexey Pajitnov would be proud. Some new twists on an old game. Twoplayer mode, too.



Choose a team and play through an entire 84game season.



Yakko, Wakko and Dot are out for action. lot of fun



TinStar (Nintendo)
A cute little sheriff guy and a lot of action. Compatible with the SNES Mouse/Super Scope.



Hurricanes (U.S. Gold)
You control the TV characters and kick that soccer ball across a lot of



It's an X-Men game that stars Wolverine. It's a platform game.



Remember Bald Bull and Mr. Sandman? Now more



Pitfall is back for the Super NES. Watch out



It's based on the movie, so Fred looks like John Goodman. It's funny.



Uniracers (Nintendo)
A hundred different tracks for you and your unicycle to go crazy with.



Now get all the action at home on your Super NES. Right on, Chun-Li.



Akira (T·HQ) What a license, eh? It's Akira! It's a fighting, driving, role-playing game. Save Neo-Tokyo



It's Donkey Kong and his little friend in an all-new

Yogi (Cybersoft) Hey, hey, hey, It's Yogi Bear! Check out Yogi and BooBoo in their own plat-



A 3-D fishing game. Compete and place in the



We love Bomberman! More bombs and more

things to do with them.

SeaQuest DSV (T·HQ)
You're in control of a massive underwater sub and you've got to com-plete six missions!



Indiana Jones makes it to the Super NES. A lot of



The Mask (T\*HQ)
The green guy from the comic book. That's right. Stanley Ipkiss and the whole bit.



### NINTENDO'S NEW ULTRA 64 IS HOT

That's right, I saw the Ultra 64, the first hard evidence of Nintendo's Project Reality hardware. The Ultra is Nintendo's 64-bit home game system that will allow you to play arcade-style games right on your TV

Set for an arcade release this summer—and a home release next year—the Ultra 64 combines the business acumen of Nintendo, the arcade creativity of WMS Industries (that's

Bally/Williams/Midway, makers of NBA JAM and Mortal Kombat), and the computing power of Silicon Graphics. The Ultra 64 will "be the first system ever to match arcade-

quality game play in the home." A big challenge for a system that is supposed to cost only 250 bucks. The Ultra is a cartridge based system that uses 64-bit

processing, MIPS Technologies. What this means is the machine's supposed to kick! The first games using the technology will be released to the arcades this year, with the home version of the Ultra set for release next year. The first two games for the arcade are Cruis'n USA, a driving sim, and Killer Instinct, a 3-D fighting game.

Though the images in Killer Instinct have been rendered using 3-D-imaging, it's still a side by side fighting game. Sure the graphics are hot, and there's lots of blood and fatalities (A guy gets hit out of a window into the street below), but this isn't exactly, dare I say it, Virtua Fighters.

Only four characters were playable: an American Indian, a white guy, a boxer, and a kind of cheesy monster. The sprites were nice and big, but not much of the control was there to really critique the game.

The Cruis'n USA machine has a seat that moves with the game, three play perspectives, and a choice of manual and automatic transmissions. You race across the country in a virtual tour of the states. Unfortunately, most of the scenery repeats every few frames which makes it kind of boring, until you get to a new level. The Beverly Hills level was the same house over and over, but this is an early version. The control was responsive, and I could maneuver well with one hand on the wheel.



#### DONKEY KONG COUNTRY A SURPRISE HIT

With its incredible CGI graphics, Donkey Kong Country was the surprise hit of the show! If these are the kind of graphics that can already be done on your Super Nintendo, who needs to buy

a \$150 add-on to upgrade your system? (I bet that's going to be NIntendo's strategy against Sega's 32X.) Sure, it's your standard platform game—and kinda easy—but it looks like I could touch m TV screen and peel those bananas. This mon-

key is an unqualified SNES success.





#### CES'S SASSIEST BOY & GIRL

Richard Brudvik-Lindner.

Richard is Sega of America's big PR guy. He was the sassiest and amongst the best dressed. That's not exactly hard to accomplish at CES but I was darn proud of his red sweater at the Sega party on Wednesday night. He's probably why I bought a Genesis and Sega CD. He was smooth. He was down. He was kick back. Unfortunately, we don't have a recent photo of Richard, so you'll have to settle for this shot of runner-up Zach Meston.

Violet Berlin. With a name like that

how could she not be the sassiest girl at CES? She's the host of a British video game show called Bad Influence. She's punk rock. She's got really short,

bleached white hair and pretty rad shoes. We didn't hear her say much but she looked good, and she partied down with the VG staff.







Now you can play tennis and have bad hair too. Is Cher in the video game?



Exclusive ringside per-

spective that puts the action in your face.



A basketball game, but with a bunch of cute Sunsoft characters. The



A new addition to Tecmo's familiar Super sports line-up.



It's the sequel to Aero the Acrobat. And Zero is

the star

Tim Taylor is searching through five studio sets for his missing tools



NIKOS

Throw those first-person perspective punches. Fight guys with red suits on.



Porky Pig is on vaca

but he's got to make it through a haunted house

Robot combatants and 3-D visual contouring techniques



Features the Tiny Toon characters. Watch their silly, crazy athletic action.



Design your own backgrounds for your own game



A game with Pugsley and Wednesday and all that. It's based on the movie



Look for different per-



stice League (Sunsoft) Batman, Superman, Flash, Aquaman, Wonder Woman and Green



Another game based on a movie. Strategically position your agents

throughout NYC.



Mice fr (Konar

3-D motorcycle racing game. The Demolition Race mode sounds like fun.



Like a cross between Super Mario Kart and Road Rash with Street

Fighter-type characters

Based on the cartoon/toy line, Mighty Max has to destroy the evil



You've got to make it through five Western stages.

Mortal Kombat II is final-



Jelly Boy spawned from a vat of jelly that was hit by a bolt of lightning.



If you missed the limitededition *Chavez* cartridge, here's the sequel.



Return of the Jedi (JVC) The final sequel of JVC's Star Wars trilogy. Play as Princess Leia too.



Rally (JVC)
Choose from five souped-up rally cars and race for the trophy.





#### THE NINTENDO BOOTH

The Nintendo booth was a pretty conspicuous part of CES without the presence of Sega and seemed to take up darn near half of the showroom. Press rooms, its own cafeteria complete with tables and chairs, information desks, big screen TVs and all those licensees crammed in there. It was bright. It was boomin'. It was all that and a bowl of grits.

The biggest part of the Nintendo booth and the biggest hype at CES: Donkey Kong Country. They were giving out T-shirts to those who'd played well enough. They had it on the big screen. They were giving out plastic bananas. Now who can resist a plastic banana? You've got a plastic banana in your hand, and you've already gotta be thinkin', "Man, this game is fresh."

Then there was Super Punch-Out (which was still missing the

announcer's voice: "Left!" "Body blow!") and Uniracer and TinStar and licensee stuff like Earthworm Jim. But the coolest thing was the two big screens where you could play *Super Metroid*. You'd sit in a big, black armchair with speakers on either side of your head and chill while playing Super Metroid. And it sounded soooo good.

As far as dealing with Nintendo PR, everything was pretty disorganized. They would only let one person from each publication see the Ultra 64 presentation...that sucked. It took forever to get someone to show us around, and when they did, our tour guide didn't tell us anything we didn't already know. Thanks, anyway, Armand.

Thanks, Nintendo.



#### show featuring live music from the film, demos of the game and speeches by Disney execs Jeffrey Katzenberg and Michael Eisner. Katzenberg even walked out on stage with a live lion cub in his arms! Let's hope that the families and friends of the hundred-orso performers were able to see the full singing and dancing production on a separate occasion; it was just too good to be reserved

DOIN'

THE LION

KING THING

press reception announcing The Lion King

for Genesis and Super NES was a very emo-

tional experience for the few hundred people in

attendance. After a bountiful breakfast—love those

carved watermelons!-Zach and I sat down to a stage

Disney/Virgin's Friday morning

press people and sales reps. Very uplifting; the only thing at the show that came close was the sight of the brunette who spent the weekend demonstrating Stunt Race FX at the Nintendo booth...wow!





#### 32X: LOOKING GOOD

RETTY Chris B. and I checked out the new 32X stuff. Virtua Racing Deluxe plays much better then the Genesis cart, faster and with smoother animation. The

demo of *Star Wars* was okay, but it needed a lot of work. The Ecco the Dolphin full-motion video looked great, which was surprising because it was coming from a cart. The games didn't really show the true capabilities of the 32X. However, things look promising for the system

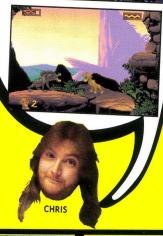
ready to hit the shelves this Christmas.



a new low-cost player. The Magnavox CD-I 450 will retail for \$299 and come bundled with Compton's Interactive Encyclopedia and International Tennis Open. This compact and affordable unit should give other CD-based entertainment systems a run for their money. (A higher end model, the CD-I 550 comes with

the digital video cartridge, the above-mentioned software along with Space Ace and will retail for \$499.) The new players should be in stores now.





NIKOS



The fighting game where a bunny fights a bear. And they all know a different martial art.



#### Try to figure out how to get rid of all the roaches in your house. This is a



Lookin' for a crazy time in the jungle? Here it is.



Robocop and Terminator have it out and shed a lot of blood doing it.



Yogi (GameTek)
A platform game for

someone who's smarter than the average bear.



It starts off like the arcade but then breaks into a completely different Donkey Kong concept



Beat the heck out of motor sports enthusi-



The show has ended, but this looks like the best



Naked people running through the jungle. Ahoooooooooo-ah-ooo!



Saw an early version of this that needed a lot of work. If it all comes together it will be awesome.



Another golf game for fat cats that smoke cigars.



bmarines and a lost sounds like a favorite TV show of ours.



Battle for the planet of

Arrakis in this game that has nothing to do with David Lynch.



A creepy game from the company with the



The popular Atari



Links (Virgin)

Another golf game for old people in funny pants, or washed up



Rapid Deployment Force, silly, not Really Dumb Friend.



Yes!



A conversion of a really bloody PC Engine game from Japan.

Fatal Fury Special (JVC)
Wow, this is one to tantalize the fighting



Just can't get away games



# YOUR WITS BETTER BE AS SHARP AS YOUR DAGGER.



J.R.R. Tolkien's epic saga, The Lord of The Rings™, comes to life on your Super Nintendo Entertainment System. As Bilbo Baggins, you'll join The Fellowship in their quest to find the one ring that has the power to destroy Middle-earth. You'll match your wits, your strength and your cunning against the evil Lord

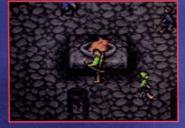
- The largest use of rotoscoping in any SNES game ever produced – thousands of frames of rotoscoped animation.
- Each character has his own unique personality and decision-making skills.

#### Sauron and his sinister servants.

If you are one of the millions who have read the classic trilogy, or if you're new to The Shire, you'll be captivated by this ultimate fantasy adventure role-playing game. There is nothing like it on earth.

- First action adventure RPG with multi-player real-time combat.
- Friends can join the play or leave the game anytime, without interrupting or restarting.







Nintendo

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The plot of the Land of the Rings, characters of the hebitists and their characters from the Land of the Rings are \$\tilde{\text{UNIV}}\$.

Comparable to Exploit Publisher Till 1966; 1974; 1997; 1997.



17922 Fitch Avenue Irvine, CA 92714 (714) 553-6678

#### SEGA FOUNDATION

SEGA Foundation is the philanthropic arm of Sega of America and Sega Enterprises, Ltd. Established in 1992 as the Sega Youth Education & Health Foundation, the Foundation has since committed itself to sponsoring and assisting several programs which support the improvement of children's education and health. Everything from the "Sega Scholars Program" to the L.A. Children's Health Project in South Central L.A.

Sega Foundation continues to bring direct medical attention to kids who would otherwise receive no medical care or medical care of unreliable quality care by supporting the Children's Health Fund's fleet of mobile medical units. These units are mobile clinics that provide kids in urban and rural communities with free medical care.



The Pediatrics AIDS Foundation also benefits from the Sega Foundation's help. The Sega Foundation distributes A Challenge to Us AII, an educational video that outlines how to organize successful community meets on HIV/AIDS and how to talk to kids about HIV/AIDS.

Bet you didn't know Sega funded something like this. It's cool. And we were glad to have the opportunity to speak with Sega Foundation program asso ciate Sally Bock.



#### 3DO MAKES STRONG SHOWING

Even though 3D0 continues to distance itself from the gaming pavilion, what was shown in Chicago was far better than what we saw in Vegas. Would you believe Samurai Shodown for the 3DO? Well it's true, and the early version we saw looked killer. Only one character was programmed, but the playfield zoom was incredibly smooth, looking just as good as the Neo • Geo. Another hit for the much maligned system was FIFA Soccer by EA that looked like a cleaner version of SNK's Super Sidekicks 2. 3D0 had it goin' on!

The funkiest game was Duelin' Firemen! by Runandgun!, Inc., a surreal gaming experience to say the least. Produced by some cool underground filmmakers, *Duelin' Firemen!* stars Rudy Ray Moore (Of *Dolemite* fame) as a fireman in the Great Chicago Fire of 1995 caused by the collision of Air Force One and the Space Shuttle. The maniacal firemen must run around the city putting out fires and choreographing musical dance numbers. The game also has special appearances by acid guru Timothy Leary, Devo member Mark Mothersbaugh, music engineer Steve

Albini, and Jesus Lizard frontman and punk rocker David Yow (Who also sings the title song), Also, in a surprise announcement, 3DO will be releasing Super Street Fighter II Turbol Yes, you heard the "T" word, that's SFII Turbo! 3DO will be doing the translation in what promises to be the best home version yet. It'll be like having the arcade machine at home.

A Goldstar 3DO unit will also be coming out this fall and cost only \$399. There's also a rumor that 3DO units will be available at Christmas for only \$250. At that price they could fly off the shelves.





NIKOS

Aside from Nintendo's Ultra 64 and Sega's 32X technology, the best new hardware on the show floor was undoubtedly the Catapult modem for Super NES and Genesis machines. Unlike the previously-announced Edge-16 phone-play system developed by PF. Magic, these peripherals will allow gamers to play existing multi-player games over the phone lines. That means NBA JAM, Mortal Kombat, Street Fighter II—you name it.

GORE

By modifying game program code in RAM, the modem will be able to fully synchronize the operations of the game systems, essentially tricking them into thinking there's a player with a control pad sitting next to you. I've seen a lot of great video game products in my time, and this thing is just too cool for words. It's also way more compli-









J SW!FT's favorite comes to the Sega CD.



BETTY

Vanna White goes buck wild in this Sony game



generic title



I loved the book, can't wait for the movie, and here's the ga



Lion King (Virgin)
Based on the hit Disney movie, this is one that'll make your mom cry



CHRIS

This one will get you some action



Vitale yells "Awesome baby!" while the screen rotates Mode 7 style.





No Escape (Sony)
Not based on the real bad movie



Prime (Sony)
This game is not about the meat standard or the Transformers figure



The popular PC CD-Rom title comes to the Sega



Just like TV!

When I first saw this, I thought it was Ice Pirates, the cool 3D movie from the early 80s



A game based on my favorite ESPN show Magazine, I like!



This game will be the best I've ever seen if there's a cameo by Run DMC.



Cheesy looking comic about the game came with the press kit.



Fans of the first will be



They're still planning on releasing this robotic fighting game,.



Aero's arch nemesis gets his own game.



This looks like the hottest game that's going to come out of Sunsoft this



You will buy this.



Oh wait, I lied, this is going to be Sunsoft's hottest game. Shaggy is blunt.



The SNES hit finally comes to the Genesis



B-ball done ESPN style.

#### RAGE FOR QUARTERS

One of the best games on the show floor was Primal Rage, a new arcade game from Time-Warner Interactive. his one-on-one fighting game features prehistoric characters which have been digitized from stop-motion animated models. I freaked when I saw the lifelike, fluid movements and incredible detail of



the dinosaurs in this killer coinop, and the secret moves and hidden features make it even more appealing. For example, if your dinosaur picks up a human from the crowd in the background, he can eat it or throw it at his opponent—if your enemy whacks the unlucky person back at you, you can get a volleyball game going, complete with a

net and scoreboard! I spotted a bunch of guys from Midway checking out this game, including members of the Mortal Kombat design team; definitely a good sign.

#### ATARI'S JAGUAR NEEDS A MATH LESSON

While I have been a big supporter of the Jag from the beginning (I actually bought one) I was

pretty disappointed with their display at CES. Sure the games look great—but more than six months after this cat hit the shelves there are still only 4 games on the shelves. Hey, Atari, do some math of your own—FOUR GAMES!!! I must have seen about 15 games at the booth that were all less than 20% finished. Atari should stop wasting time on peripherals like the Jaguar CD, the roller controller or modem connections and get good games in the stores. I am told that by September there should be an explosion of games put there for the Jag. Here's an equation for you Atari: Lots of good games + ungry Jaguar owners = money. Only an abundance of new software will help



this "David" of a video game company beat the "Goliaths" in the market. (ON A SIDE NOTE: I enjoyed the selection of Jagware—cool t-shirts and goodies with the Jag logo on it. But I couldn't scam one lousy thing for free except for a couple of stinkin' bumper stickers.)







### SEGA SCIENCE

In an attempt to become one of the first Hollywood-style production studios in Silicon Valley, Rocket Science Games, Inc. teamed up with Sega and BMG New Technologies (A subsidiary of the international musical publishing powerhouse BMG) to produce games for both the Sega CD and PC CD-ROM. Loadstar The Legend of Tully Bodine takes you on an outer space adventure on the moon where you have to get a load of contraband camels off of a 22nd century moon base. The second game, Cadillacs and Dinosaurs takes you into the Xenozoic world of comic writer Mark Schultz, 600 years in the future, where dinosaurs and humans fight to drive the best American car ever made, the '53 Caddie. Both games will be out this Fall.



CORE BLIMEY!

GORE

I couldn't help noticing that the games shown by Core Design at the Time-Warner Interactive booth were all extremely high-quality, innovative titles that blew me away even though they weren't complete. The Sega CD products SoulStar, BattleCorps and B.C. Racer (formerly known as Chuck Rally) were understandably excellent—Core had a head start over the majority of

Sega CD developers—but the Genesis game Skeleton Krew is also a class-A cart for one or two players.













This game has nothing to do with Don Knotts or



Trip out to this VR



Raw (Acclaim)
WWF action with the toughest wrestlers in the world. Hell yeah!



My favorite magicians show Doug Henning and David Copperfield that they're lame

Gearing up for the ympics in Atlanta, this

is not Izzy of G'N'R.

Virtual Bart (Acclaim)
This was a hot game

because it was clever and



This looks like the best Mickey Mouse game that will be coming out, ever.



The Animaniacs get their



This game will probably only be released in Europe



Based on the movie that's coming out this



Hey, another platform with the Rocket



Co-sponsored by TNN, the channel that has the best Bog Racing coverage



A karate game that looks more like Muy Thai boxing then karate.



Dragon's Lair (Taito)
This game has come out so many times that it's not even worth writing this sentence.



ndy Car (Acciana A racing game.



Betty loved this game until a bunch of creepy fanzine boys crept up on her and started bugging her



Star Gate (Acclaim)
This is not a new version of the old arcade game..



The vietnam vet with the tight black pajamas shows you more than his



Will this 3D game ever



Mega Man The Wily Wars (Capcom) This looks really good. I'd probably buy it.



the oldest boxing magazine in the country



Mickey goes to the circus and does like Sherlock.



An RPG that has already been released on the SNES.













The most common post-CES question is always "What was the best game at the show?" Sure, there was a lot of hype surrounding *Donkey Kong Country*, but as far as straightup fighting goes, papa's got a brand new bag with Acclaim's *Mortal Kombat II*. The playability, graphics and sound of the Super NES version are awesome. No "blood code" the state of the here, just fighting to the death, the way we like it. The Genesis version is also much improved over the original MK cart, and if you like to fight on the road, you'll dig the Game Boy and Game Gear versions. Hats off to developers Probe and Sculptured Software for learning from their mistakes on the first MK.











#### BREAKFAST OF CHAMPIONS

Sunsoft held a breakfast at the Hotel Nikko and showed a video which included a great selection of games. The best game I saw was Legends of the Justice League Task Force for the SNES and Genesis, a side by side fighting game featuring your favorite characters from the DC Universe. You can play as one of nine different superheroes including Superman, Flash, Wonder Woman and Aquaman. Zero the Kamikaze Squirrel (SNES/Genesis) is an off-shoot of Aero the Acrobat where you can play Aero's enemy. There's also Aero the Acrobat 2 (SNES/Genesis), and a whole slew of SNES Warner Bros. titles including Looney Tunes Basketball (NBA JAM with bunnies), ACME Animation Factory (a paint program),

Porky Pig's Haunted Holiday and Sylvester & Tweety (a couple of side scrollers). Other classics from Sunsoft include Scooby Doo, a Day of the Tentacle-styled RPG that has Shaggy and Scoob solving a mystery for the SNES and Genesis and Myst, the PC game for the Sega CD.



Hey, you! Yes, you, drooling reader! We already checkedunfortunately the babe playing Cammy IS married.







#### ZACH CROWNED BOMBER-KING

The recurring Bomberman competitions have been a staple of the CES for a few years now, but none has ever been won more decisively than the Super Bomberman 2 battle held by Hudson Soft at the Nintendo booth in Chicago. This year's individual winner was VIDEOGAMES OWN Zach Meston, who trounced competitors from Electronic Gaming Monthly, Nintendo Power and various fanzines in his quest for the throne...and he didn't even get a chance to face defending champion Matt Taylor from GamePro, who was eliminated in the semifinals.





NIKOS



Blue Lightning CD
This is going to be one of the first games for the Jag's CD peripheral. Texture-mapped backgrounds aplenty.



An advanced version of the old Battlezone arcade



Like a combination of *Mortal Kombat* and *Way of the Warrior*, this is going to be Atari's first fighting



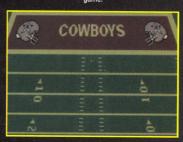
Ultra Vortex
This beat-'em-up from Beyond Games has psychedelic backgrounds and cool-looking fighting styles.



A Gundam-styled first-person robot game that looks like one of the better robo-jock games to come out on any system



Double Dragon V
Tradewest's multi-platform fighting game comes to the Jaguar with better graphics.



Troy Aikman Football
One of the first "serious" sports games for the
Jaguar; this one's from Tradewest.



A cutesy platform game from Ubi Soft with a funky character that's missing his elbows and knees.

### **38.SEGA SPORTS PRESENTS**



## 32 College Teams. 1 National Champion. Settle it on the field!







Contino















#### **Exciting Play Modes:**

- \* Exhibition
- ★ 11 Game Regular Season
- ★ Race for #1 Ranking
- ★ National Championship Tournament

### **Great Collegiate Football Features:**

- ★ 2 Point Conversions
- ★ Wishbone/Option Offenses
- ★ College Playbooks
- ★ School Fight Songs, Logos, and Team Colors
- ★ 32 National Powers



Play the field! These are just two of the 32 collegiate powerhouses you'll meet from across the nation!



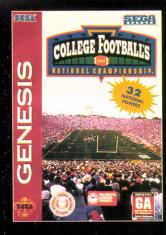
Nail 'em again! Michigan makes its move against Nebraska--and you relive it all on Instant Replay!



Race for the #1 ranking then go for gridiron glory in the National Championship Tournament!



Rev-up the rivalry when the Fighting Irish of Notre Dame take on the Trojans of USC!

















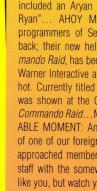
CES LOWDOWN

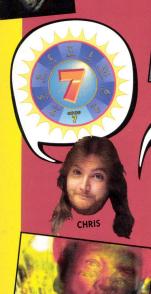
Was very impressed by the 3DO booth and now I want one for Christmas. It would be cool if Nintendo's Donkey Kong Country came with a plastic banana joystick. Chicago CES was a refreshing change from the hell known as Las Vegas. (And I did get a free picture of Fabio!)

This wil be the most confusing Christmas for consumers ever. Not only because of the number of systems but the amount of good games. Prediction: virtual reality games like Doom will replace fighting games as the most popular genre. Anyone that doesn't believe me should see the reaction from kids glued to computer screens playing this nightmare of a title.









I missed companies like Electronic Arts, Activision and Working Designs, the Summer CES still kept me busy with great games like Vortex, Earthworm Jim and Contra: Hard Corps. This final show in Chicago marked the end of an era for me; I still remember all of the new Atari 2600 games I played at my first CES in the summer of '83. So long, McCormick!

Now I know what I want for Christmas—MK2, Sega's 32X, Donkey Kong Country and maybe even a 3DO. (Who would've thought that I would be thinking about Christmas in June.) 3DO and Nintendo made the strongest showing, but the absence of Sega was definitely felt. I can't wait until Vegas (Wow, I must be getting used to this)



### OVERHEARD **ISECRET INFO**

SEGA AID: One Sega insider described the 32X as "a band-aid" and a reaction to 3DO and the Jaquar...SUPER NAZI: The preliminary version of Super Punch-Out! shown at the Nintendo booth included an Aryan character named "A. Ryan"... AHOY MATIES: The "pirate" programmers of Sega's Subterrania are back; their new helicopter game, Commando Raid, has been picked up by Time Warner Interactive and is said to be redhot. Currently titled Red Zone, the game was shown at the CES under the name Commando Raid...MOST UNCOMFORT-ABLE MOMENT: An associate publisher of one of our foreign-owned competitors approached members of the VIDEOGAMES staff with the somewhat veiled threat. "I like you, but watch your back." What kind of game player would do that to a fellow colleague?...BAD GAME ALERT: Sega apparently has told its licensees that the 16-bit market is on the downswing and they should avoid releasing any bad games...OTHER BITS: Will Dynamite Headdy replace Sonic as Sega's mascot?...With Nintendo officially loosening its policies regarding game content, Mortal Kombat II is not the only upcoming SNES game with blood effects...NEC's getting ready to introduce its high-end FX game console in Japan, but the machine will never be released in the States...Is Ho Sung Pak (Liu Kang from Mortal Kombat) working with Atari on a fighting game for the Jaguar?...Look for some cool Easter eggs in the Super NES version of Mortal Kombat II...



Fight demons and kings in this 3DO action/RPG thriller.



Alone in the Dark (Interplay The PC classic based on the works of HP Lovecraft haunts



More golf, this time for 3DO.



A first-person pinball game by the same people who are bringing out Ballz for the Genesis.



As close to having a pro for a coach as you'll get.



Not based on the cult movie. this is just about robots.



Another ALG arcade conversion; draw your light gun and shoot.



A crazy guy just called to ask if we like this game, I told him he'd have to wait for the review



Faces stiff competition from EA's FIFA Soccer.



(American Laser Games) I wish they would make a Jim Thompson simulation.



3DO is cranking out the flying spaceship games.



cer Kid (Studio 3DO) This game made me cringe



Brushing up on your math for fun is not my idea of a good



Like a stone cast into a sea of ants, this one moves quickly.



(Crystal Dynamics)
Just drive, she said, in this twoplayer dune buggy game.



The first 3DO fighting game with rednecks, ninjas,



Can you smell the flesh as it peels



Dynamics)
This is the game that will sell the 3D0 to the masses!







Play like a champion.

# NFLS5





# WHY

here comes a time in every gamer's life when the question must be asked: Why do we fight? What is it about a devastating Street Fighter II combo that sends thrills up our spines? How can we explain the appeal of a brutal Mortal Kombat II finishing move? What compels us to to engage in hours of nervewracking game play to finally feel the sublime satisfaction of defeating our adversaries? Are we bloodthirsty animals looking for a cheap thrill? Are we diverting aggression into a harmless.

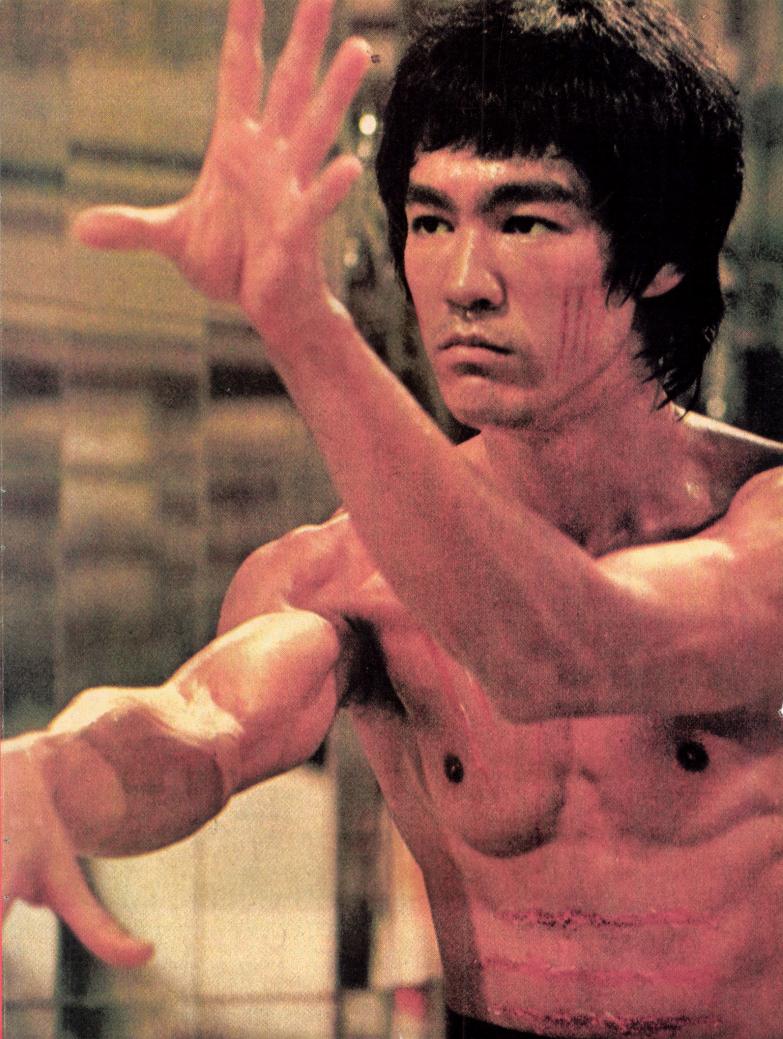
fun outlet? Why do we fight? Why do we play fighting games?

'Cause they're bitchin', that's

why! It feels damn good to see Chun-Li take

out a sucker with a well-timed high kick. A flawless victory over a powerful opponent in Samurai Shodown is far more satisfying than a Big Mac. The endless stream of fighting games flooding the video game market, the cry of "Mortal Kombat" being screamed by both elementary school kids and drunken college students...both are examples of our obsession with these electronic odes to mayhem. They're everywhere! They're multiplying like proverbial rabbits, too, so there must be something in them that strikes a nerve and keeps us coming back for more punishment in new and varied forms.

By Gabe Soria and Nikos Constan



#### What is Wing Chuing?

"It has been quite a number of years that I have indulged myself in Wing Chuing, the School of Artlessness; my mind is no longer distracted by the opponent, "self," or formal techniques, etc. I have made my opponent's techniques my techniques; my task is simply to complete the other half of the "oneness," and my action is that of are mutating and Wu-Wei (spontaneous act), which is according to the circumstances, changing with every without pre-arrangement. The training of mind and imagination, wave of new releasimagination and Ch'i (breath), breath and energy, etc., are all gone. es. No longer are we There is nothing to "try" to do; everything simply flows."

From Chinese Gung Fu: The Philosophical Art of Self-Defense



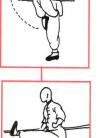
together to tap dance on each other's heads. The popularity of games like Interplay's extremely innovative and hilar ious Clay Fighter showed that the battle royal didn't have to take itself so seriously. GameTek's new Sega CD game Brutal plays like the mutant child of Watership Down, Animalympics and Street Fighter II...and don't get us started on the popularity of the Street Fighter and Mortal Kombat franchises and their many imitators.

"But they're so violent," your mom hisses in disgust, and you answer,

"Well...yeah." It would be pointless to deny that the human race has a long history of violent behavior. Fortunately, we live in an era in which we have the means to

defuse these violent tendencies in other, more constructive ways. Violence is fascinating, but can't the critics give us some credit as thinking human beings who can tell the difference between reality and fiction? Can't the critics see the dare we say it-beauty of these games? Martial arts are visual poetry, an elaborate dance;

those who have mastered these games should pat them-





Fighting games limited to what is now considered the generic style of









#### What is Jeet Kune Do?

"The art of Jeet Kune Do is simply to simplify."

-Bruce Lee

From <u>Tao of Jeet Kune Do</u>, Ohara Publications Inc., Santa Clarita, California

"Jeet Kune Do is an American art. It evolved here and took on a lot of American ideals and philosophy—you know, like "let the best thing work." That's a very American thing. That's American pragmatism and can-do, the whole thing of adaptability and innovation. I think those are very American values that Bruce incorporated into the philosophy of his art, Fu. Bruce later became the youngest

nd that's one of the things that made his art successful. And I think that's the egacy that he gave us here in America. We should be proud of it, cherish it, and ause it to continue to grow."

Kareem Abdul labbar

ormer Los Angeles Laker and student of Bruce Lee rom an interview in the Fall/Winter 1993 issue of Grand Royal Magazine, P.O. Box first book on his art, titled Chinese Gung Fu: 6689, Los Angeles, CA 90026

selves on the back for admiring a time-honored art. Well, maybe you aren't that cool. There's a deeper level you might need to go to....

Our infatuation with one-on-one fighting video games certainly goes hand in hand with the worldwide fascination with martial arts. You might take it for granted, but Kung Fu



Theater came from somewhere. One man is almost single-handedly responsible for the popularity of disciplines like Kung Fu and Jeet Kune Do; his films have also served as the inspirationthe über text if you will-of almost every fighting game there is. His name: Bruce Lee.

In 1966 Bruce hit the television airwaves as co-star of the ABC

series The Green Hornet. Lee played Kato, the Green Hornet's personal servant. Though Bruce received second billing under Van Williams, the show's star, all eyes were focused on Kato's mad style and the killer moves that brought martial arts into the American mainstream. From his initial career in Hollywood, Bruce moved on to star in a series of Hong Kong action movies, culminating in the 1973 release of the Kung Fu epic Enter the Dragon.

But Lee's path to legendary status started way before his acting career. For him, martial arts was a lifestyle that he developed through years of training. Though TV and movies brought him fame and fortune, the art of Jeet Kune Do-his own personal form of Kung Fu-brought him inner peace.

Born Lee Jun Fan on November 27, 1940 in a San



Francisco hospital, Lee's parents were members of a Chinese opera that was visiting the city for a series of performances. A nurse called him Bruce, and the nickname stuck. As a child, Lee starred in over 20 movies made in Hong Kong. At the age of 13, he started training under the teacher Yip Man in the Wing Chun style of Gung teacher of Gung Fu ever. In 1959 Bruce moved back to the States to pursue his dreams and get a college education. Though he never graduated, he later published his The Philosophical Art of Self-Defense.

In 1964 Bruce opened up his own school of Kung Fu (that's the Americanized word for Gung Fu.) The school flourished, but Bruce quickly moved on to bigger and better projects. After his stint on The Green Hornet, he developed a show for television called Kung Fu. Unfortunately, the show's starring role was taken from him and given to actor David Carradine; the studios felt that



#### What is Gung Fu?

"Its philosophy is based on the integral parts of the philosophies of Taoism, Ch'an (Zen), and I'Ching (Book of Changes), the ideal of giving with adversity, to bend slightly and spring back stronger than before, and to adapt oneself harmoniously to the opponent's movements without an Asian striving or resisting. The techniques of Gung actor might Fu emphasize not just power but also conservation of energy and moderation without going to either extreme (Yin and Yang). Public's That is why a true Gung Fu man never interest. opposes force (which will create reaction) Though the or gives way completely; he is simply pliable, show was a as a spring. He seeks to merge harmonious- success, we ly with the oncoming force of the oppo- can only nent—to be the complement, and not the imagine opposite of the opponent's force.

-Bruce Lee

From Chinese Gung Fu: The Philosophical Art of Self-Defense, Ohara Publications Inc., Santa Clarita, California

his martial arts skills and experience to every episode. After this experience, Bruce decided to pursue other interests outside of Hollywood. It was during this period

> that he started re-evaluating Gung Fu, taking notes on how it could be further developed. Though he was planning to write a complete book on his new martial arts style—leet Kune Do, the "Way of the Intercepting Fist"—the lure of movies pulled him away from the project. After his death, Bruce's wife published the notes under the title Tao of Jeet Kune Do.

In 1971, Bruce moved his family to Hong Kong and was hired by film produc-

er Raymond Chow to star in an action movie called The Big Boss. Released as Fists of Fury in the United States, the movie made a ton of money and Bruce Lee became a superstar. He made two more highly successful Hong Kong action films, The Chinese Connection and Return of the Dragon, which led to his first English-speaking role in his best and most famous film, an American production called Enter the Dragon.

Bruce began work on Enter the Dragon in 1973, and to this day, the influence of this feature is still felt-particularly among video-game designers. Bruce plays Mr. Lee, a teacher of Kung Fu who is hired by the British government to infiltrate the island fortress of the criminal warlord Mr. Hahn. The government suspects that Hahn's island is the center of Asia's slave and drug trade. Every year Mr. Hahn holds a martial arts tournament to find the best fighter in the world. (Does this sound familiar?) Lee agrees to go to the island and qualify for the tournament, but he also has an ulterior motive: Revenge. A year before, some of Hahn's men killed his sister.

Other participants in the tournament include veteran character actor John Saxon as Roper and real-life karate champion lim Kelly as Williams. The film ends with a battle scene between all of the contestants that makes a WWF Royal Rumble look tame. All forms of fighting are represented in the movie: Karate, judo, tai kwan do and of course, Gung Fu. This gives the movie an international flair, a feel mimicked in most fighting games.







would have

been like

with Bruce

Lee lending





Surprisingly, there has never been an Enter the Dragon fighting game, but that doesn't mean that it hasn't been influential. In all of the most popular games, from Super Street Fighter II to Mortal Kombat, there is a taste of Enter the Dragon. Super Street Fighter II has participants from all over the world facing off, Mortal Kombat has an evil leader organizing a tournament and the Fatal Fury games have kidnapping and mafia overtones. Technos' popular Double Dragon series features a pair of brothers named Lee facing off against characters named—among others-Roper and Williams! GameTek's Brutal is perhaps the most heavily influenced Enter the Dragon descendant yet; we spoke with the game's designer, Rod Humble, who freely admits that the game's island tournament and characters are based on fighters and scenarios from the film.

Most of these games try to match the excitement of Enter the Dragon by creating an interactive playfield for players to face off on. These fighting games are part of a history, one made up of the practice of martial arts. Just as the movies were an outlet for people in the 1970s to experience their subtlety and choreography, so fighting games bring the same beauty to the interactive game machines of

Obviously, with such an extensive hidden history behind them, fighting games are much more complex than most people give them credit for. They take inspiration from a multitude of influences, from famous people and events, and-perhaps unconsciously—at their core they also draw from both spiritual theory and philosophy. This is not to say that they are limited to drawing from these ideas; the genre is not so easily defined. We wouldn't be kidding anyone if we said that the upcoming Clay Fighter sequel was a "true to the ancient masters" kung-fu game; nevertheless, it shares a common bond with a game like Way of The Warrior. Even Ballz has martial arts stylings mixed with futuristic play perspective.

Perhaps violence isn't really the true link between the games in the genre. Sure, they're violent-and we like 'em that waybut look beyond that: The discipline and skill are just as important as the virtual carnage. The hours of concentration and dedication you spend trying to master a character's moves are just as pleasurable as seeing Scorpion take off his hood and unleash a lethal jet of flame to light up an adversary.





#### SEPARATED

You can tell that video game designers got a lot out of those long Saturdays spent watching Kung Fu Theater, as evidenced by these striking "coincidences" in appearance:





Bruce Lee... ...and Fei Long from Super Street Fighter II



Jim Kelly as Williams...





Lee's screen sister



Soo Lin...



Enter the Dragon's red-robed crowd...



...and Brutal's **Prince Leon** 



...and Street Fighter II's Chun-Li



...and the mad monks of Mortal Kombat







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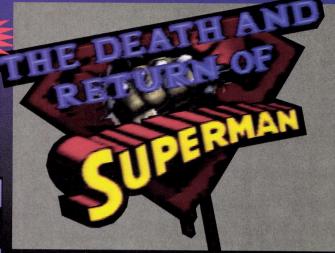
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1 Player 8 Meg

Developer:

Blizzard Ent.

ast year, the world mourned the death of the original illegal alien made good. Superman, It was hard to believe, but the boy scout in blue actually dueled to the death with the mysterious villain Doomsday in an effort to save his adopted home of Earth. Being the comics fan that I am, I wept, I really did, but I knew that the story wasn't over. Superman returned...in four different forms! Who was the real deal? What the hell was going on? This was the question posed in the epic D.C. Comics Death and Return of Superman series, which is now a pretty rockin' game for the Super Nintendo.

The game is set up like several other side-scrolling arcade super-hero titles like X-Men or Captain America and the Avengers—with one important difference: It's actually fun to play. This is

DEEP INSIDE THE METROPOLIS POWER PLANT THE UNDERWORLDERS CELEBRATE THEIR TAKEOVER.



what's happening: You begin the game as the original Superman, who has to battle his way through assorted mutants and lowlife humans to get to the big guy himself, Doomsday. Sorry, but no matter how badly you whip Doomsday at the end of Level 2, he still has enough energy to deliver the killing blow. Getting murdered sucks, but the game just wouldn't have the same pathos if it were called The Happy Life of Superman. After the original Superman's "death" you play each of the four different Supermen who spring up in his wake: The Eradicator. Steel, Cyborg and Superboy. Which, if any of them, is the true Superman? After



hours and hours of gameplay, you will have your answer.

I'm a fan of the comic, so I was ready to be hyper-critical of The Death and Return of Superman. Could the designers pull off a game that captured the epic scope of the series? Could Superman kick some tail? Well, yes...and no. Allow me to explain.

This game is a big 'un, spanning over tons of extensive levels. As each of the different Supermen, you have different powers with which you can waste your various enemies: Punches, kicks, stuns and screen-clearing special attacks are all at your disposal, and each Superman has



The original bad boy of Krypton. Kal-El is ready to do some damage to Dooms-

day, but—per the game title-we know where all his good intentions get him...the morgue!

# TAKHU (NHI V

Superman with shades This guy gets extra points

for having a snazzy black outfit and a generally bad attitude. Is he the true second coming of Supes?

A character we can all relate to because of his bad haircut

This Su perman claims to be a clone made at the super-secret Cadmus labs. The young buck has made a smart move and ditched the cape.



he's bad he's black he's mad.

This guy doesn't pretend to be Superman; he decided to take on the mantle as a tribute to his fallen hero. Speaks softly and carries a big sledgehammer.

Just call him the Kryptonian Robo-Cop.



from the movie Superman 2 and now uses the amazing punting ability of Superman to his advantage.











game: Molotov Cocktail-throwing street punks! What?! Superman should be picking his teeth with these vahoos and here he is being laid low by 'em. That's been a problem with nearly every video- or computergame version of Superman's exploits: If the games allowed him to be as powerful as he is in the comics, they'd be too easy.

Unfortunately, there are no passwords for this difficult game, and if you want to finish it, get ready for a sore butt and thumb. You'll have to use the continue option over and over and over. It's gonna be a long night.

Another thing that kinda bugged me was the repetition of villains on each level. After a while, fighting the same three people does get kind of tiring, no matter how tough they are to beat. I would've enjoyed a change-up here and there for a little spice.

All things considered, The Death And Return of Superman had me coming back to my Super NES regularly. After a while, you just get addicted to thrashing people as the different Supermen, and the mystery element of the game is very appealing. Even if you know who the real Superman is from reading the comics, it's just really boss being them. Yeah, the game is pretty righteous. You might say it's...super.

—Gabe Soria





THE PERSON NAMED IN

his own variation on the basic formula, which makes it interesting to try and figure out what works best with each guy.

Like any good game, you'll get power-ups and other goodies to help you on your mission, but some times it's just not enough. This game can get brutal, and it had me scratching my head in disbelief at times. On the second level, you encounter some of the toughest characters on the 8

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EASY MEDIUM DIFFICULT

EDITO

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The Death and Return of Supe man entertains like a break can get a little repetitive when it comes to slugging it out with villains, but the pure visceral thrill of being the Kryptonian killer and his successors makes up for this. If you enjoy pure comic-book action and flying around in blue underwear, ther this one's for you, bub. Just don't expect to finish the game







ince we were little kids, Godzilla was the only real dinosaur. Compare him to a dinosaur of the '90s and you know Barney is fake.

Godzilla really was 150 stories tall and didn't need to leap that high to get there. While smashing buildings and thrashing on Rodan, we cheered him on. Godzilla took crap from no one.

Leave it to the humans to ruin one of my heroes. The game *Super Godzilla* isn't super at all. The music is good and the graphics are fair, but there isn't any fun to be had playing it.

A large part of the game is wasted on an attempted storyline which basically involves Godzilla walking around a map. Hey, I want to be **GODZILLA**, not a tiny dot! Sure, you can see an image of how he looks in a half-screen window, but the bottom half is the interactive part, and the view in the top half is almost always the same. Even crashing into buildings gets boring after you've done it a few times.

To get to one of the evil monsters, it's yet another sleepy trip across the countryside. Perhaps you'll run into some mountains—which causes damage—but fighting is what I wanted. Sometimes you'll step on tanks that shoot at you, but you don't even get to see it happen; all you see is the Godzilla-dot

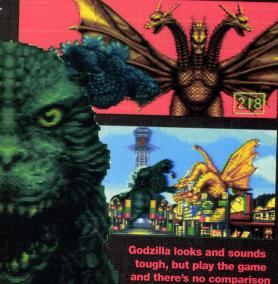
moving over the tank icon on the map. Once you finally reach the enemy monsters, it's usually easy to defeat them. Just sock 'em, reverse and hit another button, then sit back and watch the fighting happen. King Ghidorah is one of the first monsters you'll meet; after you defeat him, you'll smack around

some weird space ships, Battra, Bagan and others. While quickly thrashing the robotic duplicate Mecha-Godzilla, it dawned on me that the game isn't very challenging, and there is no option to change the difficulty level. If Mecha-Godzilla—a creature who kept our hero busy for the better part of an 80-minute feature film back in 1974—can be defeated the first time you encounter him, then something's seriously wrong.

200

If you want to keep a good memory of this celebrity beast, watch out; Super Godzilla is a weird, occasionally dull game that's definitely not for all tastes.

-Eric Nakamura





6

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(5)

#### GRAPHICS

Godzilla looks tough and mean in the opening sequences, but in the game he looks just OK. The monster enemies look eviland the fighting cinema scenes are cool—but the attacks are corny-looking.

#### SOUND/MUSIC

The best part of the game is the Godzilla theme song. The music is straight out of the films—like it or not, it's a faithful reproduction. Godzilla's trademark roar is also perfect and he makes a decent sound when thrashing a building.

#### PLAYABILITY

Super Godzilla just isn't much fun to play, especially if you're expecting a fighting or action game. Battling monsters is nothing but easy timing. Moving Godzilla across the land gets boring and repetitive pretty quickly.

EASY MEDIUM DIFFICULT

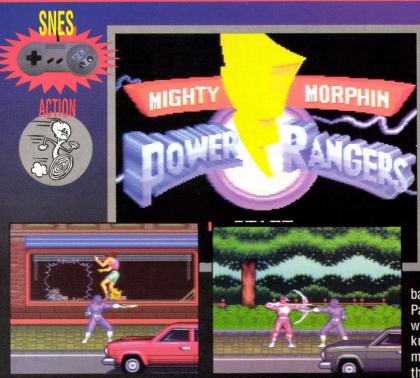
EDITORS' RATINGS

GORE CHRIS
6 7
NIKOS BETTY
6 6

BANG THE BUCK

#### THE LOWDOWN

Godzilla's a tough beast with a buff tail, but this game doesn't do him justice. Following in the giant footsteps of such a historic and amazing series of movies, most people will consider Super Godzilla disappointing. There's an audience out there for this weird mix of strategy and fighting action, but it's doubtful that the game will connect to those select few gamers with an appetite for the bizarre; most casual Godzilla fans won't bother playing past the first stage or two.



BAN DAI

> 1 Player 16 Meg

Developer:

Bandai

basic foot soldiers, the Putty Patrol. Some putties have no weapons, but others have knives and shields and maces. They must be from the putty Boy Scouts since

they're coming to Earth pretty prepared. Each of the characters has his or her own special moves; part of the challenge of the game is figuring out who works best in the different stages.

The real fun comes along in the middle of each level, when your character decides that it's time to morph into their Ranger persona. Now you can really give your enemies the business with your special weapons and devastating bomb attacks, which call on the power of your totem dinosaur to wipe the screen of enemies.

With the abundance of multi-player adapters available for the SNES, it's a shame that *Mighty Morphin Power Rangers* is only a one-player game. Where's the fabled Power Rangers teamwork? Luckily, the game still has a few things going for it. The bosses are really tough to beat and—though it starts easy—the later stages are hard enough so that you probably won't complete it in one sitting.

If I sound kind of ambivalent about the whole thing, it's because I am. *Mighty Morphin Power Rangers* is an above-average cartridge which will fly off the shelves of retail stores because of its cool characters. If the game starred anybody else...no big whoop.

-Gabe Soria

he Mighty Morphin Power Rangers are an undeniable force of nature nowadays. Few things in recent history (except for those grotesque Cabbage Patch dolls) have set the world of kids on fire like the adventures of those swell teenagers who use kindness, understanding and wicked cool kung-fu to thwart the evil plans of the intergalactic empress, Rita Repulsa. Now they're in a video game for your Super NES, so you can skip over all the boring story exposition in the TV show and go directly to what you really want to see: Kimberly thrashing some space mutants in her form-fitting pink suit.

So what's it like, eh? Mighty Morphin Power Rangers is a relatively generic side-scrolling punch-a-few-enemies, kick-a-few-more action game with licensed characters. Not that the game is bad; it's actually a semi-fun adventure with a few pretty nice variations on the formula to make it worth playing.

At the start of each level you can take your pick of any of the five rangers. From there you

teleport to the action, where you'll fight hosts of Rita Repulsa's



If you don't watch out, the putties will shank you with their shanks.









GRAPHICS

Everything was decent here. Yep, I could tell who was who, and the characters move with the grace and poetry which befit a Power Ranger, but it's nothing new. The monsters do look pretty darn awesome, though.

SOUND/MUSIC

If you're a fan of the inane
IV theme song, you'll be
delighted to hear the Super
NES music, which includes
real singing voices. Otherwise, Hiroyuki Iwatsuki's
good; cool karate-movie
swish-and-crunch stuff.

PLAYABILITY

Fortunately for the Power Rangers, the novelty of playing them saves the day. The controls are as easy as Sunday morning and each character has tons of nifty acrobatic moves to thrill and delight the audience. Yee-hal

ASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE CHRIS
7 8
NIKOS ERIC

BANG THE BUCK

#### THELOWDOWN

If you're a fan of the show, this game will probably be your reason for living—and if that's true, then you should get out more. Yeah, it's fun, it has all the neat monsters, but...it's al-right. Not spectacular, not earth shattering, just alright. It's a fairly entertaining exercise in alien-bashing, but so is being a Republican. Hardcore fans will buy, all others shall rent. Keep a pencil and paper handy when you beat the game; there's a surprise—three of them, actually—during the end credits.







### TAKARA

1-2 Players

24 Meg

**Developer:** 

**Takara** 

quick look and you might think this is just yet another chapter in the saga of the overcrowded fight-

ing-game genre. It's getting to the point where I'd rather go out and pick a real fight with a pack of over-energized Ewoks than put myself through the paces of the latest me-too beat-'em-up games month after month. Happily, World Heroes 2 is rock solid and a great companion for your SNES



The characters look sharp and are ready for true and honest killing.

Why fight and kill while looking like a slob? In the neighborhood of secret moves, there's a lot to use to shank your opponents. Shira the kickboxer has the usual secret knee kick and spinning elbow, but there's also an atmospheric jumping kick to the head that's insane. Mudman, the head-shrinking. idol-worshipping tribe leader has some tiny friends that'll cast a hallucinogenic spell on his unsuspecting opponents.

If you're not satisfied with those two, pick from 14 characters in the one-player mode and battle your way through to the two bosses. And if you play in two-player battle mode, you can choose to



The characters look clean and so are their moves in World Heroes 2.

play as the boss characters Neo-Geegus (the "Morphing Man") or the even tougher Dio (the "Ultimate Thing.") In case you have never reached the final stages of the game, both of these characters are silver. Neo-Geegus sports the T-2000 cop get-up from Terminator 2; this liquid-metal amoeba morphs into any of the characters at will. Dio, on the other hand, looks like a Predator and will swoop down and thrash all over you.

Don't forget one of the most recognizable trademarks of the World Heroes series: The Death Match. The referee gives a standard ten count and

> if you're fast enough you can get up after you've been knocked down. What's more, the ring itself becomes an obstacle and can cause damage.

> Compared to the coin-op version, this is a pretty good rendition and is worth checking out. You get the graphics, the sounds and the controls.

But remember: There's always a better game in the making.

Eric Nakamura





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nal World Heroes. Look for little things to happen in the backgrounds; they make you laugh.

for the night. I've hear worse, though, so World Heroes 2 does me right.

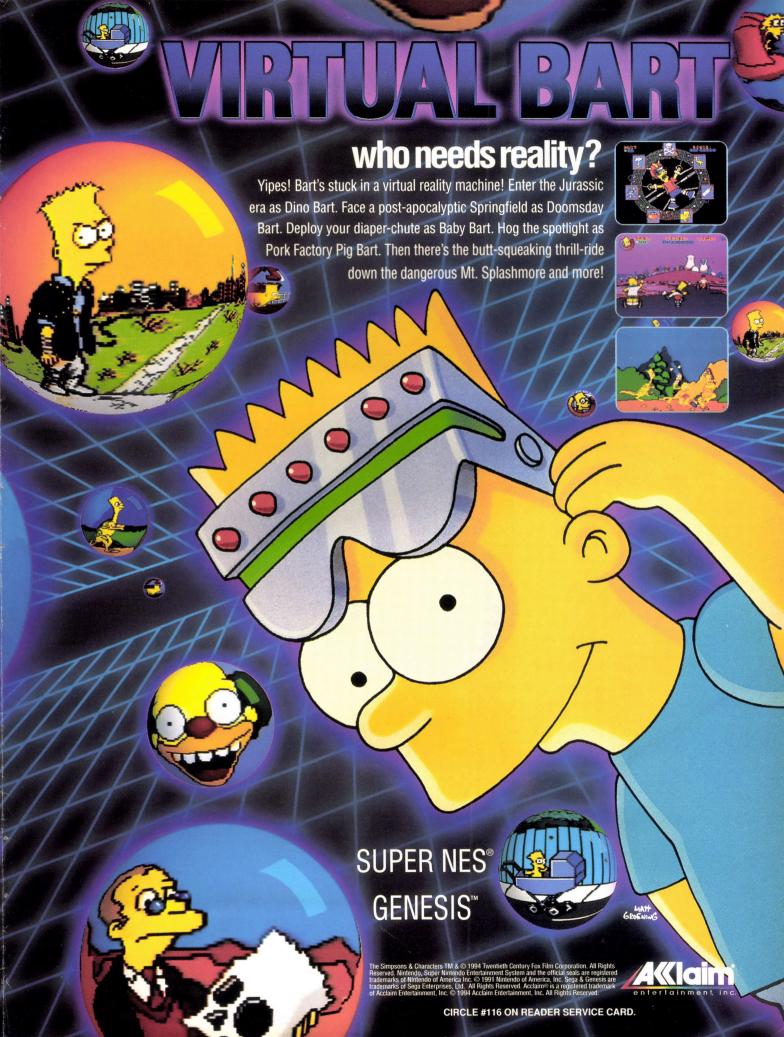
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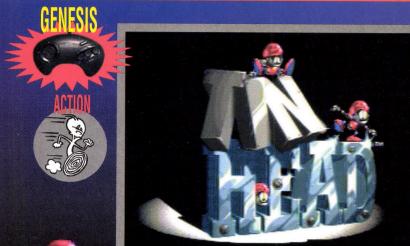
riety and quantity of plays very close to the meg, you can't fairly

MEDIUM DIFFICULT

#### EDITORS' RA

As usual, rent before you buy, but this is a great fighting game to check out. In this year of oneon-one combat games, there's always a new one that will be better; that's just the Law of Fighting Games (L.F.G.). The characters in World Heroes 2 are great and so are their moves. You can also play as the boss characters, Neo-Geegus and Dio, in the battle mode—this is a new feature that didn't exist in the original arcade version.







s you can imagine, being the defender of the Edge of the Galaxy is a rough job: Long hours, short vacations, bad food, little thanks, and the only T.V. station your satellite dish receives is the BBC. But that's your occupation in Tinhead. You play the titular character, an intrepid robot who must stop the nefarious Grim Squidge from stealing all the stars in the Galaxy. Apparently, once Grim Squidge traps all the stars he will create something called a Cosmic Void; what happens when the void appears is uncertain, but you can bet it'll be something particularly nasty.

That's the plot behind this Sonic-style game for the Genesis. Yeah, the story is kind of a bite on Rainbow Brite and The Star Stealer, but I'll overlook that. Your mission is to travel to various worlds in the Galaxy and free as many stars as you can. As you explore the expansive levels (there are four worlds, each made up of three stages, and each stage is made up of two levels) you'll encounter armies of Grim Squidge's evil minions whose only mission in life is to crush you like the do-gooder you are. Fortunately, you have the ability to fire your missiles in a multitude of directions from your flip-top head.

There's enough variation in Tinhead to keep

PRUSE

you interested and the game is challenging enough to qualify its password system—you'll be

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02 3 3 5

using it! It also involves a lot of strategy, a cool feature which keeps you on your toes. Example: Tinhead's missiles can bounce and ricochet many times before they explode, so you can actually destroy enemies that lurk around corners. Yet another cool feature of the game comes into play while the game is paused; you can scroll around a limited area to see what traps await. This becomes absolutely essential in the higher levels.

The main thing that irked me about *Tinhead* was the stinginess in providing power-ups when you need 'em. I don't know if the designers realize it, but these are not the '70s. The days of the energy crisis and long gas lines are over; we want our power!

—Gabe Soria

Tinhead travels to many exotic locales, including a hall of whirling knives.







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8

#### GRAPHICS

Cute and cartoony is the rule here. The character design is done with a flair for ingenuity and variation. There are even some references to Jim Henson's movie Labyrinth and the T.V. series Robotech, which I dug.

#### SOUND/MUSIC

Like green fatigues in the army, the sound of *Tinhead* is standard issue. Nothing really bad, just boring. Pretty soon you'll turn your T.V.'s sound down and go put on the new Ed Hall album.

#### PLAYABILITY

Control over Tinhead is nice and smooth, although the method of switching the direction of Tinhead's missiles is a bit awkward. Think of it this way: You'll be proud of yourself when you master it.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE CHRIS
7 8
NIKOS BETTY

BANG THE BUCK

#### THE LOWDOWN

Tinhead is the real deal: A challenging and original game that'll keep you up 'til 3 A.M. trying to get past just one more level. There have been a lot of seriously wack-like-that Sonic imitators that just can't get it right, but this game isn't one of them. It definitely cuts it's own groove. Try it Mikey, you'll like it.





1-2 Players

16 Mea

**Developer:** 

Sega

There are two modes of play. The tough one is the story mode which is for one player only. As you defeat each character, you learn a little more about the fate of Ryo's sister. If you pass a couple of levels, then you get to the bonus stage. Can you break ice with your bare fists? If the Karate Kid can do it, then so can vou: just remember to Focus.

If you're lucky enough to have a friend, then play in the two-player mode. Here you can choose from a bunch of roughnecks including Mr. Big, Karate and Lee! These guys are tough and more realistic than most characters in the world of fighting games. Throw punches and power kicks to the head and watch your friend's face turn purple, just like in the arcade.

Fans of fighting games should know all about this title already. A decent 16-meg conversion, the Genesis Art of Fighting is tough and it has a story behind it. Only you can make the difference and find Yuri before it's too late. She needs your help now, so let's move it!

-Eric Nakamura













sound of Art of Fig

ges are a treat, too

MEDIUM DIFFICULT

Art of Fighting is a tough game to play, just like the Neo•Geo version. The characters are tough and cool. No gimmicks like morphing characters or super oddball secret moves; just the standard stuff, except there's a lot to control. In the one-on-one mode, you have to deal with an energy meter as well as your life meter. The weakest point is the sound, but fighting is good and exciting. Save Ryo's sister!



and Robert, are still

around, perpetuating

their love/hate rela-

tionship, and Ryo's

sister is still kid-

napped. Don't look

for Yuri on the side

of a milk carton,

though; if you're tough enough, you'll

be able to free her

from the gang of ter-

rorists that stand be-

tween you and the big boss, Mr. Karate.

these gangsters is

just about impossi-

ble. The 400-pound

Jack body-slams

twice as tough as E.

Honda-with agility!

The rest of the dudes

are still there to

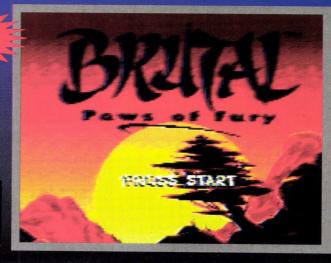
thrash on you, in-

cluding the stick-

wielding Mr. Big. The

sound is about as clear as mud, but the gameplay is action-

Getting through





**GameTek** 

The plot of the game is pure Hong Kong circa 1973: Elite fighters from around the globe are called to far off Brutal Island to participate in a contest of

> strength and skill, a contest to see which animal is fiercest. It's like Animal Farm without the politics but with ten times the violence. You have your choice of a host of

combatants: Leon.

the Lion Prince from Kenya (who, as Nikos pointed out, looks a lot like the character Williams from Enter the Dragon), Kung-Fu Bunny, The Pantha, Foxy Roxy and others. "Warner Brothers meets Jackie Chan" is how one of our staffers describes it.

This alone would qualify Brutal for the originality hall of fame, but it also adds a few new dimensions to what is considered the standard for fighting games. Each character starts off as a white belt. the lowest of the low, and as they progress they can obtain new levels of skill. As you gain levels, the computer

takes on the role of Sensei and teaches you about the special moves your character possesses. During these little teachins, the game will drill you until you're able to dazzle the opposition with your mighty kung-fu knowledge. Imagine getting into a street fight, beating your enemy into mashed pomegranates and then going home to learn some more moves so you can turn your next enemy into marinara sauce. I think I like this new idea. Play, learn and then play some more. What's more, you are prevented from using the moves until you have "earned" them; that is, if you've played through the game and know all of your favorite character's moves, they won't work in the first battle of a new game. Which is pretty cool.

After your lesson in martial arts, you get promoted to a new belt level. As in real martial arts training, you have to

The fur flie in Brutal. Game Tek's first inhouse development project for the Sega CD





ave you ever won-

dered what it

programmer

Bugs

film and tossed in liberal amounts of

Street Fighter to add some spice? Sounds

like a recipe for one hell of a game, huh?

Imagine: Kung-Furry. Bugs Bunny gets

Tao, Pepe Le Pew learns Savate and

Speedy Gonzales masters Muy Thai. What

tries to make this world a reality, and it

succeeds and fails at the same time. Sub-

titled Paws of Fury, it brings something

new and sassy to the crowded-as-a-Chi-

nese-bus genre of fighting games, but

also seems to have a few problems. More

Brutal, a new Sega CD fighting game,

a wonderful world that would be....

would be like if some

Bunny/Road Runner

Show with Bruce Lee's

classic Enter The Dragon

the

crazy

crossed





on these later.





work your way up to a 6th degree black belt. It might take you months, and then you're doomed to fight the bosses.

You may think that fighting as future fur coats is condescending, but these cartoon zoo animals are tougher than leather. If the normal level is too easy, there are two faster levels: Turbo and Turbo Nutter. These levels are faster than you

can move. Also, if you think the white belt is for little kids, you can start as a yellow or even a black belt. You'll get your butt nicely kicked, but it's all experience, right? Otherwise, play against one of your friends in the no-frills two player mode and claim victory

of your house.

In addition to the fighting, there's a "Fun Zone" section in the menu with a visual music test. The long list of songs includes "Tokyo Ghetto" and "Third Eye".

But the best part of the Fun Zone is the ability to view outtakes which—like the endings of Jackie Chan movies—give you funny bloopers and pencil-test animations of the competitors.

All is not chummy and well on Brutal Island, however. While the full-screen introductory and intermission animation is incredible, the movements of the characters in the game are not *Street* 







regular mode, the jumping is slow and unresponsive. Fortunately, choosing the Turbo mode makes the action much more comfortable and the Turbo Nutter speed is faster than a running chicken with no head. Basically, this game needs to be

played in Turbo mode; otherwise it just feels like Game Boy action.

Brutal will definitely quench your fighting fits of need. Overall, the game is fun and its innovative features will probably get ripped off by future games, which is always a definite measure of quality.

-Gabe Soria & Eric Nakamura



GRAPHICS

The graphics are rad—it's ike watching Looney unes, except punches are hrown. The cartoons in the ntro are high quality and he characters look like hey should have been in Watership Down.

### SOUND/MUSIC

There's a long list of songs to jump around with and you can even see the animal house band play the tunes. The sound quality is high and the music is nice, but it's not something that would sell me this disc.

### PLAYABILITY

One of the biggest drawbacks to this game is the funky controls. If you're used to Street Fighter fluidity then you'll be tripped out with Brutal because everything moves a little strangely. But it's something you can get used to.

EASY MEDIUM DIFFICULT

EDITORS RATINGS

GORE CHRIS

8
8
NIKOS BETTY
8
7

BANG THE BUCK

### THE LOWDOWN

The controls may bug you out, but Brutal is a pretty good game with some new features. Learning moves while you go is a great idea. This prevents you from kicking butt on everything and everyone right away. Your characters must be cultivated to reach the black belt. The sound and graphics are pretty good. The characters are butt-kicking animals that look like Saturday morning cartoons. Check out the fun zone, there's stuff there that'll make you laugh.

111171 111115







1 Player

CD

**Developer:** 

**FTL Games** 

y roommates will attest to the fact that I'm a bona-fide RPG freak. I've been known to disappear into my room for days, emerging only to eat or answer nature's call, unable to rest until I complete a game. Even the most generic RPGs will hook me, and I've spent countless hours finishing games that I didn't even

enjoy. Needless to say, I was really excited when I received this sequel to the original *Dungeon Master*, but I was a little disappointed when I actually began playing it.

Visually, *Dungeon Master II* is similar to the Genesis version of *Might & Magic III* or the old computer *Bard's Tale* series. The story is also somewhat similar to these games, which is actually refreshing in this day of generic RPG plots. You control Torham Zed, a young soldier, and three other characters of your choosing (all characters are pre-

on the RPG fence. Even the most fanatical player will probably be a little frustrated by the complicated controls, which took me a great deal of time to get the hang of. Even the simplest actions take a long time, and combat is downright frustrating because of the number of steps involved.

Combat is, without a doubt, the worst aspect of the game. More and more RPGs are moving away from the traditional roundbased combat to a "realtime" system, and Dungeon Master II does not benefit from this decision. While this method makes the games more actionpacked in some cases, it just doesn't work in Skullkeep. Trying to control multiple characters while some creature is rapidly gnawing away at your party is more annoying than fun. To make matters worse, the monsters in Skullkeep tend to run away during combat; by the time you finally complete all the steps necessary to execute an attack, you're either severely wounded or your party is swinging at the walls because the enemy has moved.

All in all, the game is a good choice for dyed-inthe-wool RPG fans, but others will probably be put off by the frustrating controls and the involved plot.

—Ron Dulin



### GRAPHICS

While nothing groundbreaking, Skullkeep's graphics work well for the game. Sometimes it's a little hard to see objects on the ground—and a few of the locations look way too similar—but the lightning and rain effects are pretty scary.

### SOUND/MUSIC

The music is listenable; the designers have made good use of the audio capabilities of the Seiga CD. One thing is that sometimes the music will be really upbeat while your party members are being killed, but overall it's pretty good.

### PLAYABILITY

The controls are the game's biggest problem; they're much too complicated for my liking, dragging the game's pace way down. The combat is frustrating, and it's never very clear what you are supposed to be doing at any niven time.

EASY MEDIUM DIFFICULT

EDITORS RATINGS

GORE CHRIS 5 7 NIKOS ERIC

BANG THE BUCK

### THE LOWDOWN

While hardcore fantasy/RPG fans will probably be impressed by how massive and challenging Dungeon Master II is, others should steer well-clear of this complex and complicated game. Definitely not watertesting material, but with enough challenge to keep roleplaying gamers at least somewhat satisfied.



designed). The goal: Find the four keys to Skullkeep, then fight your way through the many levels of the tower to find a machine which will allow exploration of different planes of existence.

Unfortunately, Skullkeep will not convert anybody who is still sitting



How does Dungeon Master II: Skullkeep play on the Sega CD? VIDEOGAMES gives you a look.

76

1000 Charles min



















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1-2 Players

16 Meg

**Developer:** 

**Telegames** 

he NFL is made up of 300-pound beasts who can chug raw beef Slurpees. Normal fighting games make these huge men look like Sammy the stick figure; Brutal Sports Football, however, is very different.

Get ready to run, pass, dodge, kill.

decapitate and murder your opponents.

who fought on horses with swords. Place

them on the football field and fight your way

through to get a goal. Actually, this game is

more like Rugby; there are no first downs or

anything, it's just a run to the end zone. To

get there, you have to dodge sword-flailing

opponents who want to eat your brain. But

there's another way to win: Kill all your

for the number of heads you've cut off. This

is done by hitting hard and using the

weapons which just happen to be lying

around the field. If you jab your opponents

right in the gut, you get a small shower of

blood; watching the heads fly off is even

juicier. The game gets harder as you get fur-

ther in. Eventually you'll be playing mon-

sters and weird lizards who can scramble

Choose from teams such as the Slayers,

Thugs, Assassins, Warlords, and more, Al-

though these guys look alike on the field, they like to fight and that's what this game is

You get points and money after the game

Imagine the old men from the dark ages

about. Pick up some rabbit power-ups and bumrush your way for a quick goal. If you accidentally pick up the turtle, pass the ball or you might get axed and stomped. There are more goodies to use like bombs, ice-cubes and grenades, so keep your

eyes peeled!

One of the best parts of the game is the "sudden death" period when time runs out on a tie. You'll want to let this happen intentionally. Trust me. No longer are you trying to score a goal, now it's time to fight and massacre your opponents. It's just like being a serial killer. Pick up the weapons and murder. Once you get stabbed you're down for good, so kill your enemies first. The team to decapitate six op-

Lots of running and lots of fighting. Like the sound of this combination? Check out this game, if you're into sports and violence. I guess that covers just about everyone.

ponents wins.

-Eric Nakamura











raphics are pretty good from kicking an uncon scious opponent is a treat.

k tastier. The music is fine and gets you into the game nicely.

unning around and killing is great. The controls are ood and easy to learn. ick stuff up just by runjives you a diving There are also different difficulty levels for all you

MEDIUM DIFFICULT

THE LOWDOWN Crazy fighting is where this game is at. Who cares about scoring goals when you can just decapitate your opponents to win? Blood is here, so are weapons. There's a locker room mode where you can repair your players. This is a neat feature not found in too many other games. Each team has its best players and special moves they do better than others. Check out Brutal Sports Football if you like sports and fighting.

like Barry Sanders.

opponents first!

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hen I was a tiny little kid and could barely think. I watched this fun game show. I used to think it was a blast, but after playing it again. it's about as difficult as Wheel of Fortune. Maybe it was the lure of the chant ("Joker! Joker! Joker!") or

perhaps the evil Ming the Merci-

less-type red devil that kinda turned me on.

Now the game is back on the map and host Wink Martindale looks great. The quality of the

CD-based full-motion video makes Wink look and sound like he hasn't



Play a game with Wink and don't get the Devil!

aged a day. The game itself is decent, though some questions are too easy. The first time I played, I went 6 for 6 and spun for big bucks 'til the Devil did me in.

The maximum fun would be when you get three of your friends and play together. Then you can compete and beat each other up when you get the answer wrong.

-Eric Nakamura

### GRAPHICS

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### OUND/M

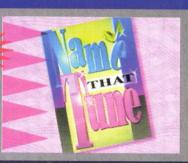
MEDIUM DIFFICULT

### BANG THE BL

shows, check this one out. Otherwise, if you want some stiff competition, play with your friends. Playing by your-self is a drag; definitely a

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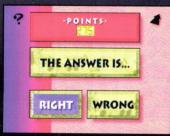




really wanted to like this game. It seemed like it might be a fun game—it being Name That Tune and all. I think it's a game for your parents when they have some of their friends over for dinner and maybe they're all tipsy and think that absolutely anything's funny.

It certainly isn't a game for me to play by myself. There isn't much of a challenge. It's basically four rounds of pushing a button maybe once every minute.

Worse yet, the competition is based on the







This is Bob.

honor system. If you push the "Answer Is..." button, Bob gives you the answer: then you push the "Right" button if you were right and the "Wrong" button if you guessed wrong. Gee, I was always right.

I'm giving the game a five, but you might want to mention it to your parents if they own a CD-i machine. They probably remember the original show.

-Betty Hallock

### GRAPHIC:

### OUND/MU

### PLAYABILIT

MEDIUM DIFFICULT

### BANG THE BUC

the kind of people who like to play a lot of *Pictionar* with their friends. The sa fact is. I'd rather play





# they've got they've got venom they've got teeth you've got BANANAS?

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DISNEP'S

## TUE BOX







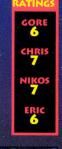


rober of levels and benow rounds way according to game option. Surreachets taken from Days Genesia' version. Other versions may very. C The Wild Bloomy Company. C 1954 Virgin Interactive Entractive Entractive









t's Sonic. It's pinball. It's Sonic Spinball, and it's for the Game Gear. The Genesis version was a lot of fun, and this 8-bit conversion is no disappointment.

The cool thing about Sonic Spinball is the fact that there are a lot of playfields and a lot of warps that get

you there. It doesn't play like any ordinary pinball game because as soon as you find three emeralds on one level of a playfield, you fight a boss and move on to another level. There are also bonus levels





Look at Sonic go.

where Sonic can pick up a whole lot of extra rings.

So this is the scoop: Sonic Spinball is a very good game for your Game Gear if you've got the extra dough. If not, stick to the other Sonic platform games. I still think you get more for your money there; those games are hard to beat. -Betty Hallock

7

6

8

MEDIUM DIFFICULT

when it comes down to it, I'd rather play a real game of pinball or one of the Sonic ter's personality doesn

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his version of Taz-Mania can be quite challenging. It's a platform game in which cartoon hero Taz can either jump or spin. That doesn't sound too exciting, but his spin is actually pretty cool-

looking, as well as pretty effective. Once Taz starts spinning he can destroy any enemy in sight—but he has only a limited number of spins.

Certain levels require you to hammer on the A button to keep Taz's spin going as he walks across just isn't a whole lot of action. water or other hazards.



Taz has a nice smile.

Though it's nowhere near as innovative as the Super NES game of the same name, I found this portable Taz-Mania to be pretty addictive. Yeah, I could get into it: A decent game for the Game Boy, I say. My only complaint is that there

-Betty Hallock

6

6

MEDIUM DIFFICULT

I liked it, but the controls leave something to be desired. Taz's spin is great, bu it's too bad he couldn't do more than spin and jump (and grimace when you leav the direction button un







OF 'ZEM ALL!



I PACK 'ZE STRONGEST PUNCH & 'ZE HEAVIEST 'VEAPONS!

I'M MEAN! I'M NASTY! I'M GONNA 'VIN!

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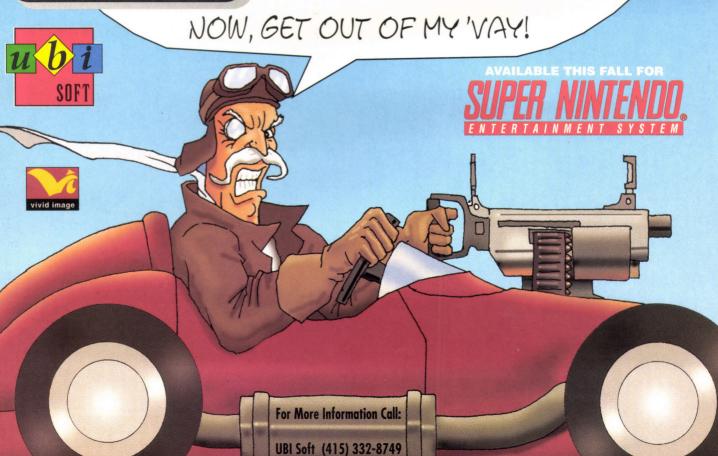


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### MIDWAY

1-3 Players

**Arcade** 

**Developer:** 

Midway

t's kind of interesting that Midway— the game company that has received the most flack from those in favor of censoring everything they deem "inappropriate for minors"—has teamed up with Aerosmith, one of the first bands to speak out against music censorship. I guess there's not much of a difference between Mortal Kombat and the song "Big 10-Inch Record." Both have been condemned by par-

ents who don't remember what it was like to be young and alive. Revolution-X is probably going to add fuel to large pile of words. sounds and ideas that the censors would love to burn. but thankfully, you can still go out and play the game at your local arcade.

The plot for Revolution-X is filled with irony. The New Order Nation has kidnapped Aerosmith from a bar in Los Angeles. The organization wants to control the world's youth by using Aerosmith as its musical mouthpiece to subvert their minds. Of course, the band refuses and you must help rescue them as you travel through the game's five levels.

Los Angeles: Blast your way into a strip club where bikini-clad show girls are locked into cages and Aerosmith is about to be abducted. Rescue the ladies and tear yourself a backstage pass with your gat. Defeat the helicopter and find Aerosmith's Lamborghini to get to the next three stages of the game.

South America: Battle mask-wearing jungle warriors as you slice deep into the heart of the Amazon. Find the chemical plant where more bikini-clad babes are mutating into slimy green monsters.

Middle East: Race through the Sahara and try to blow up a bus that the New Order Nation uses to transport kids who are being turned into slaves. This level is tough because of a time limit and the fact that you have to blast the absolute hell out of the bus.

Japan: Assault another chemical plant. This one's guarded by ninias.

England: In the final level, you must defeat the boss-lady of The New Order Nation as she transforms into a gruesome Lovecraftian creature.

The game includes are all sorts of secret passages, power-ups and hidden levels that will both surprise and shock you. Rumor has it that Rev-X has more secrets than any other Midway game and considering the stuff that's in Mortal Kombat II and NBA JAM Tournament Edition, that's a pretty serious boast. You also have to keep on the lookout for the members of Aerosmith to get to the true ending of the game: Kicking back with the boys after a show.

Revolution-X is a killer arcade game. It makes the arcade experience more like going to the movies than just playing another derivative shoot-'em-up game. In fact, I'd rather put seven dollars into Rev-X than spend the same amount to see a movie. Highly recommended, except you'll probably be mad at yourself for spending so much money.

-Nikos Constant



### GRAPHICS

### SOUND/MUSI

10

This is probably the only ame that gets a true 10 or music. After all, it's ing mutants is what games should be about. I hope this isn't the last we see.

### PLAYABILITY

Drop a quarter in the slot, b the gun, put your fin-r on the trigger and blast ay. The heft of the gun Is right and the controls are as responsive as the real thing. (Of course, m ns aren't used for shi CDs and laser discs.

MEDIUM DIFFICULT

EDITORS' RATINGS

BANG THE BUC

THE LOWDOWN
It's about time that music and arcade culture mixed. After all, they're always cranking tunes for the hessians at my local arcade, it's about time they finally just put the hessians in the game. It's kind of weird playing a game with Tom Hamilton (Aerosmith's bassist) giving you hints, but I love it! This is a hard game, so expect to spend a lot of money on it. Not just a game where you mindlessly shoot, you actually have to think about alternative ways to killing the bosses.









Stephen Tyler and the boys Don't blink or you'll miss











1-2 Players

110 Mea

Developer:

SNK

ow, a Neo-Geo game that isn't a fighting game. After Super Sidekicks 2. I wasn't expecting another non-fighting game for several months! SNK is finally starting to broaden its perspective a bit, or maybe the designers just got a little bored. Top Hunter pulls you into the world of Roddy & Cathy, two warriors on the hunt for some space-pirates.

Top Hunter is a really good side-scrolling action game. It's a combination of the good parts of Final Fight, Art of Fighting and Super Mario Bros. It has secret moves, 3-D multi-plane movement, cute graphics and tons of enemies that are hard to kill. You must fight your way through four planets: Ice, Wind, Forest and Fire to reach the final boss on his pirate space-cruiser. A guide at the bottom of the screen tells you how far you've gone in the level and when the bosses are going to pop up.

The coolest features of *Top Hunter* are the secret moves, two-player action and 3-D play. You can throw different types of fireballs and attacks depending on your use of the joystick. You can also pick up guns, use your arms as weapons or extensions and find secret levels by pulling on chains and destroying secret entrances. There's a lot of cool stuff you can do in this game.

The only drawbacks to Top Hunter are the music and the fact that it's pretty easy by EDIT OO

Neo•Geo standards. You'll get really tired of the SNES-style music. and the levels are kind of short. The final

boss, however, is a doozy. Expect to spend a lot of money just defeating this five-part monster.

If you own the Neo•Geo, you're going to be stoked because Top Hunter is a great action game for your system. It's been a long time since there was a great-looking side-scroller for this machine. I'm not sure that the game will exactly tear up the arcades, but if you only play an arcade game while you're eating donuts at your local donut shop, you'll be glad to find a different game for the Neo-Geo.

Nikos Constant



oranhies are ind of cutesy and very Ifluenced by Japanese anga. The background ally missing from side

or all the memory the leo•Geo can utilize, l expected a much better soundtrack. This is more ame. A lot of boops beeps that are boring sound FX are pretty ecially on the ice le

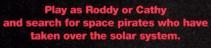
ackground just like in Fatal Fury.) The secret moves are tough to find, which is refreshing after all the similar fighting

MEDIUM DIFFICULT

### EDITORS'

THE LOWDOWN

Top Hunter is a game for people who walk into an arcade and don't want to play a fighting game; it's also great for people who actually own a Neo•Geo home system. It's different, but some of this territory has already been covered by games like Spinmasters and Blue's Journey. The game will probably earn a cult following among Neo•Geo fans so-while it wasn't exactly my cup of tea—it's definitely worth check-







### **EVERYTHING ELSE IS JUST PRACTICE**

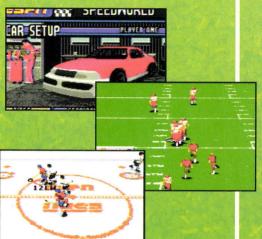
ith the cocky slogan "Everything Else is Just Practice," all-sports network ESPN and Sony Imagesoft are throwing their hats into the high-stakes world of sports gaming with a slew of new titles for the Super NES, Genesis and Sega CD. Planned for release this fall are ESPN Sunday Night Football, ESPN National Hockey Night and ESPN Speed World. The operative word is ESPN and the concept behind it all is realism: ESPN wants you to feel the thrill of victory and the agony of getting your head stomped by the Dallas Cowboys' defensive line.

Sunday Night Football takes the knowhow of the experts at the network and applies it to the microchip, creating a new twist on the football genre. All 28 NFL teams are featured in the action, which has running commentary provided by sports anchors Mike Patrick and Chris Berman. In addition to comments from the peanut gallery and a unique end zone to end zone perspective, *ESPN Sunday Night Football* gives you the chance to experience regular season play right on up to the playoffs and even the ultimate showdown in January: The Super Bowl.

National Hockey Night also allows the player to play through an entire season, but with the Stanley Cup as the ultimate prize this time. When you're tired of playing on the field, you can take to the road in Speed World, which is a stock car simulator for the Sammy Hagar in you. The life of a stock car racer is a deadly and exciting one, and ESPN and Sony Imagesoft hope to bring the thrill of it all home with realistic features such as car spinouts, visits to the pit, a wide selection of

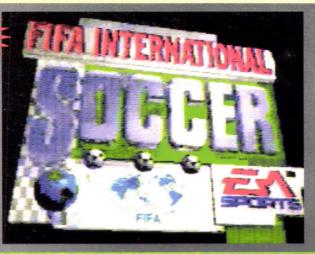
PARERALE

courses and by focusing on car-versus-car action. Late 1994 will see the release of two Sega CD titles, *NBA Hangtime '95* and *ESPN Baseball Tonight: Pennant Fever Edition.* 



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1 4	GENESIS FOOTBA	ALI-JUFACTURER	OVERALL	GRAPHICS	ANIMATION	MUSIC	SOUND E/X	CONTROL	SPEED	CHALLENGE	COACHING	REALISM	OPTIONS	INNOVATION	TEAM SELECTION	CICENSE
1	College Football's National Championship	Sega .	9	9	9	7	9	9	9	8	8	8	8	7	8	7
2	NFL Football '94 Starring Joe Montana	Sega	9	9	9	7	9	8	9	8	8	8	8	7	8	9
3	Bill Walsh College Football	Electronic Arts	9	9	9	8	8	9	8	8	8	8	8	7	8	6
4	John Madden Football Champ. Edition	Electronic Arts	9	8	9	8	8	9	8	8	8	8	8	6	10	7
5	John Madden Football '93	Electronic Arts	9	8	9	8	8	9	8	8	8	8	8	6	9	6
6	Bill Walsh College Football '95	Electronic Arts	8	9	9	7	8	8	8	8	8	7	8	7	7	7
7	Madden NFL '94	Electronic Arts	8	8	8	8	8	8	8	8	8	7	8	6	9	7
8	NFL SportsTalk Football	Sega	8	9	8	6	8	8	9	7	8	7	7	6	8	8
9	John Madden Football '92	Electronic Arts	8	8	8	8	8	8	7	7	8	7	7	6	8	6
10	John Madden Football	Electronic Arts	8	7	8	8	7	8	7	7	8	7	7	7	6	6
11	Super High Impact	Arena	8	8	8	8	6	8	8	6	5	4	4	5	4	n/a
12	Joe Montana II: SportsTalk Football	Sega	7	8	7	7	8	7	7	7	7	7	8	8	7	6
13	Joe Montana Football	Sega	6	7	6	7	7	6	6	5	6	6	6	6	7	6
14	Mike Ditka Power Football	Ballistic/Accolade	5	6	5	6	6	5	5	6	7	6	7	5	7	5







1-4 Players

CD

**Developer:** 

**Extended Play Prod.** 

f vou're a regular reader of VIDEOGAMES SportsWire, you should know that my favorite cartridge soccer game to date is EA's FIFA International Soccer-both the Genesis and SNES versions are outstanding. So I figured the Sega CD version of the game would be the ultimate, especially after popping in the disc and watching the terrific fullscreen video introduction.

It didn't take long to find that there are problems in paradise, however. First of all, something has happened to the animation of the ball. It's still pretty good, but on long kicks it speeds up and slows down, as if it's waiting for the field scrolling to catch up with it. The control doesn't feel as precise as the cartridge version. and the kick power bar that was introduced in the SNES version hasn't been included.

The good news is that a ton of new stuff has been included. Thanks to the CD medium, the music and sound effects are excellent—although the music isn't quite as rockin' as in the Genesis version. There are 40 different tracks of cheering, chanting crowd effects, some recorded in Dolby Surround sound. Even if you don't have a surround system, the crowd seems to com-





your shot by using the D-pad

pletely envelop you, drawing you that much further into the game.

The game now contains 64 international teams, including six All-Star teams. Tournament, Playoff and League options are included with the standard Exhibition mode. You can select up to eight different teams to include and control in the World Cup-style tournament that includes the six-group qualifying stage. Playoff mode skips the qualifying round and jumps straight to the 16-team elimination tree. League Mode champions are determined by each of the eight selected teams playing each other twice, with two points awarded for a win and one point given for a draw. As in the SNES version, you'll get codes to activate special power-up features when you win a championship.

Over 150 digitized video clips are included as "highlight" footage. After a goal is scored, selecting the highlight option will show a video

clip similar to the goal just scored. It would have been a neat feature except that nearly all the clips were digitized using extremely low color palettes. Coupled with the agonizing load time and the fact that the Adidas commercial is the best looking of the bunch. it's an option most players will end up ignoring.

—Jeffrey Tschiltsch



### RAPHICS

his Sega CD conversion as colorful team unirms, some cool new it off and the video clips re abysmal. Great crownimation, too.

### OUND/MU

9

Incredible crowd effects make you feel like you're there. Not just a single track repeated over and s playing

### LAYABILIT

8

MEDIUM

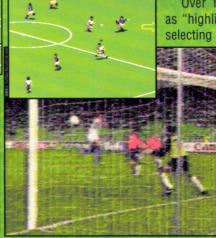
EDITORS' RATING

BANG THE BUC

THE LOWDOWN FIFA on CD is a very cool soccer game, but some of the magic of the cartridge has been lost. There are almost enough CD goodies to make up for the slight degradation in control and ball animation, especially the hot sound and battery backup, but nearly every time you select an option from a menu there's one of those lowres "Please Wait!" pictures. If you like the enhancements that CD sound brings to a cartridge game, this version is probably for u; otherwise, try both of them ore you buy.

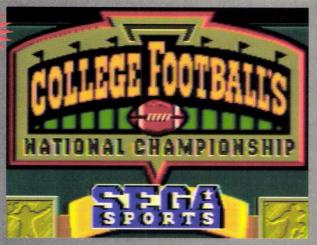






1 V2 V3 V4







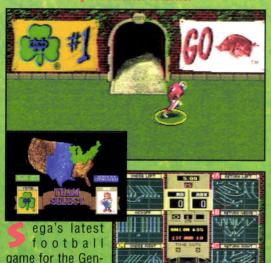
1-4 Players

16 Mea

Developer:

**Blue Sky** 

The screen doesn't zoom in on kickoff or punt returners, an improvement over NFL '94 that



common with last year's NFL Football '94 Starring Joe Montana. The basic engine is the same, featuring similar graphics, animation and control. There are also quite a few subtle differences which, to my mind, actually make College Football's National Championship a better game than Montana '94.

11111111111

esis has a lot in

**Exhibition/Practice Mode** 

League/Season Mode

**Tournament Mode** 

**Team Construction** 

Password Backup

**Battery Backup** 

Instant Replay

Official License

1 V2 V3 V4

Players

**League Construction** 

Substitutions

The two most obvious are support for the sixbutton controller and the Team Player adapter. The X, Y and Z buttons add a few extra control features, such as QB Cadence and Hurdles, and the Team Player adapter allows up to four people

SEPTEMBER '94

to play in any competitive/cooperative combi-



nation they choose.

The play selection screen in CFNC is a vast improvement over the one in NFL '94, which



made you flip through each individual formation before showing the plays. CFNC's screen shows three formations at once by using the same A. B. C selection windows as the individual plays, Part of the field in the formation window is highlighted to indicate the amount of yardage you can expect to gain with successful execution of each particular play.

CFNC features three different types of league play. In the Division Challenge, you select one of the 34 teams (divided between four divisions) to guide through an 11-game season. Division Champions and wildcard teams then battle it out in three playoff rounds to determine the National Champion—if only things were that simple in real life!

Another league play option is the Race for #1. where the National Champion is chosen by a team poll. Your team's performance in such categories as Offense, Defense, Passing, Interceptions, etc., is measured over a 12 game season to determine your position on the poll. The final league option is straight Tournament play. You can choose to have 4, 8, 16 or 32 teams compete in the tournament which determines how many rounds the tournament will last.

An "Officially Licensed Collegiate Product." College Football's National Championship fea-

tures true team names, logos, uniform colors and stadium names but no actual college players. Unlike NFL '94-which identifies players by name during the game and on statistic screens—CFNC can only show the players' numbers, but that's a minor deficiency in an otherwise excellent cartridge.

-Jeffrey Tschiltsch



th slightly better olling and animation in the wide view. That won-derful "zoom" view is still here, as are the other field perspectives. Colorful leam uniforms; clear menu and statistic screens.

'm a big fan of Sega's with each new game. Good sound effects, but I was surprised that the marching band wasn't more into

### PLAYABIL

has been improved with more moves for six-button controller owners. Passing is still tough, especially when using the passing cursor. The short 25-sec-

MEDIUM DIFFICULT

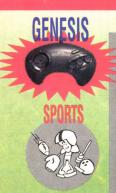
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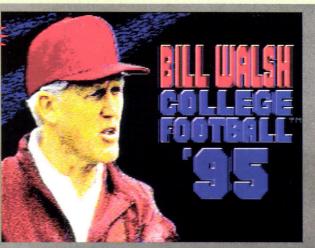
BANG REBUCK

### THE LOWDON

Sure, College Football's National Championship is basically NFL Football '94 with college teams. While the collegiate license is certainly a weaker draw than the NFL/NLFPA, I really enjoyed all the small enhancements this cart offers over its predecessor, especially the revised play selection screens and wide variety of league play options. In my opinion, this is Sega's best football effort to date; of course, NFL '95 is just right around the next corner!









1-4 Players

16 Meg

Developer:

High Score Prod.

ill Walsh College Football '95-EA's first football update this season-draws heavily from last year's Madden '94 engine and adds several new features.

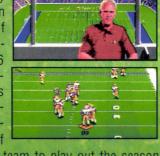
EA's big thing for its football games this year is "windowless passing". Instead of the three receiver windows at the top half of the screen, the button letter corresponding to each receiver floats next to them as they run downfield. This lets you see the exact position of each receiver and gives you a much better idea of the defensive coverage surrounding him. OK, so it's not a huge innovation over the six previous EA football carts, but it is a nice feature. The passing windows are still an available option for those who want them.

The original Bill Walsh College Football playbook was the first to break from the traditional John Madden look, featuring formation tabs down the side of the screen and the corresponding plays in eight windows. This year's cart features a refined edition of the playcalling screen from the Madden '94 game, where the formations are instead spelled out in the windows and the plays shown after the formation is selected. I find the new screen to be easier to use; it also

allows more formations for each team, especially on defense. The Bluff and Direct playcalling modes are still supported.

**Exhibition/Practice Mode** League/Season Mode **Tournament Mode** Substitutions **Team Construction League Construction Battery Backup** Password Backup **Instant Replay** Official License 1 V 2 V 3 V 4

Season mode is the only other option besides Exhibition, but it is very flexible. You can set the length of the season anywhere from 1 to 16 weeks and use either Bowl Games or Playoffs to settle the championship. Instead of



selecting a single team to play out the season with, you can play as many of the 18 games per week as you want, controlling either team, and have the rest simulated by the CPU. The battery backup tracks team and player statistics for the entire season, and national rankings are calculated after each week of play.

The Collegiate license allows real team names and logos for the 36 Division 1A schools, but

IT'S GOOD

you won't find famous bowl games like the Rose or Orange at the end of the season. Walsh offers his updated in-depth scouting report of each team prior to kickoff, and individual player fatique and skill levels can be viewed at any time during the game.

—Jeffrey Tschiltsch



9

7

### RAPHIC

nes in G those of a school

lets you see exact *lsh* game is missing making receptions muc more difficult. Lots of ne

MEDIUM DIFFICULT

**FDITORS** 

THE LOWDOWN

Bill Walsh '95 is another example of an updated game with improved graphics and new features at the expense of playability. The control in this game just isn't as crisp and precise as the earlier version (which is also a problem with the Genesis version of Madden '94). While there aren't as many season options as in Sega's new college game, fans of EA's style of cartridge football are sure to like the new "windowless" passing option and the huge number of ew plays and formations.









### Horse Race Eight Special

### **MISAWA ENTERTAINMENT**

Super Famicom

Go to the track and tell me what you see. I'll bet it's a bunch of people velling at jockeys, horses, T.V. monitors and their families and friends be-

cause they're losing all of their cash. Exactas don't pay, your pick-six never comes in and the food is greasy and expensive. Why leave your home and lose cash and gas when you can play from the comfort of your La-Z-Boy?

With Horse Race Eight Special, Japanese gamers can check out what eight analysts say about the races and use the info to bet their way to the top—or rock bottom. The instruction manual may take a Rubik's Cube-solver to decipher, since it reads like a textbook. It's tough enough to read racing forms in English. and the Japanese forms in the instruction manual are really over-the-top.

If you get bored reading the chart by yourself, you can go into the "party analyst" mode. Join the ranks of the best and try to predict which horse is going to win by a photo-finish. (I wonder if these guys are connected to the Yakuza.) One of the analysts wears a mask, so be wary of this sketchy pigeon.

After your bets are in, the race begins. Although you have no control of the horses, you have a great idea of the favorites because of the oddsmaker's boards. If all of the text in the menus were in English, Horse Race Eight Special would be a track rat's dream; unfortunately, it's highly unlikely that the game will ever be released in this country.













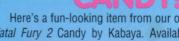
### **ANIMATION MOVIE**

In our last issue we kicked down some info about Jean Claude Van Damme in the upcoming Street Fighter live-action film. That's not the only SF movie in the works: Over in Japan, the hit cartoon filmmaker Gisaburo Sugii (Night of the Milky Way, Touch) is working on an animated version of the world famous fighting game.

In addition to Rvu, Chun-Li and the rest of the World Warriors, rumor has it that the film will reveal some secret, neverbefore-seen characters. No word yet on the possibility of American

distribution, but don't be surprised if a dubbed video shows up in your local comic shop.

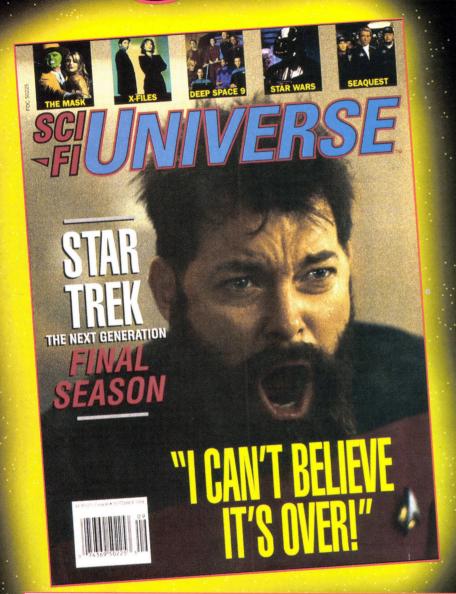




Here's a fun-looking item from our overseas contacts: Fatal Fury 2 Candy by Kabaya. Available in Japan, the candy is hard and orange flavored, but-as usual with these items-just having the box is cool and the actual food element is muted. Fortunately, there's a super bonus inside each package: A little snap-together model of a character from the Fatal Fury 2 video game. We got a tiny red Terry Bogard, but you can also find Andy Bogard, Muy Thai boxer Joe Higashi, Mai, Big Bear or Jubei, These cute poseable items are a great addition to anyone's videogame or toy collection, especially if you're into painting the model to make it look absolutely authentic.

Just like the broken-English of the Neo•Geo instruction manuals, the candy box includes some funny text on the side: "The men's battle rages on. Almost as if wolves are stalking prev. All day long. engaged in battle. What destiny awaits them?" Good question; try to find this candy and maybe you'll have your answer.

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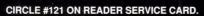


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